

# COWBOY BEBOP



## ANIME 4 GUIDE





Anime/TV  
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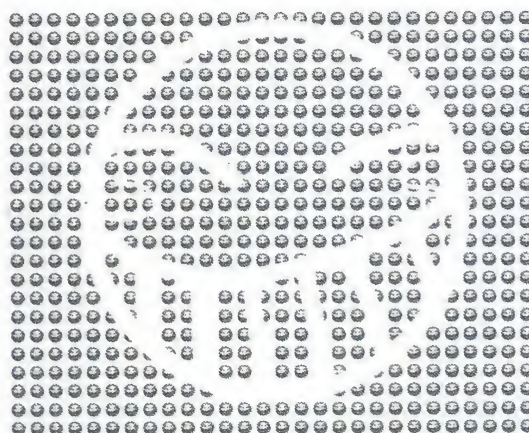


*Howdy, bounty hunters, and welcome to Big Shot! We've got someone here who's offering a mighty big bounty, so listen close!*

**I**n this day and age, the greatest threat to humanity doesn't come from the syndicates of Mars or the terrorists of Ganymede. This scourge carries no weapons, but they can wipe out an entire city from miles away. The entire economic stability of the solar system is at their whim. I am speaking, of course, about hackers. These digital desperados must be eliminated. And the most dangerous hacker of all goes by the handle 'Radical Edward.' That is why I am offering a 25,000,000 woolong bounty for the capture of this---//ins#%&>>>del//^ftp

**DATA STREAM INTERRUPTED...**

**Edward is not dangerous! Edward is a Cowgirl!**



**DATA STREAM RESTORED...**

*--so happy hunting, space cowboys!*



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COWBOY BEBOP COMPL ANIME GD-04



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illustrated by TOSHIHIRO KAWAMOTO





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# COWBOY BEBOP

Vol.004

**Anime  
Guide**



**WE GOT THE JAZZ.**

SESSION#16

Black Dog Serenade

SESSION#17

Mushroom Samba

SESSION#18

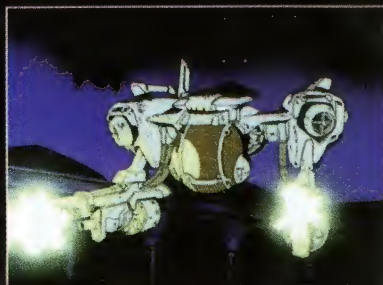
Speak Like A Child

SESSION#19

Wild Horses





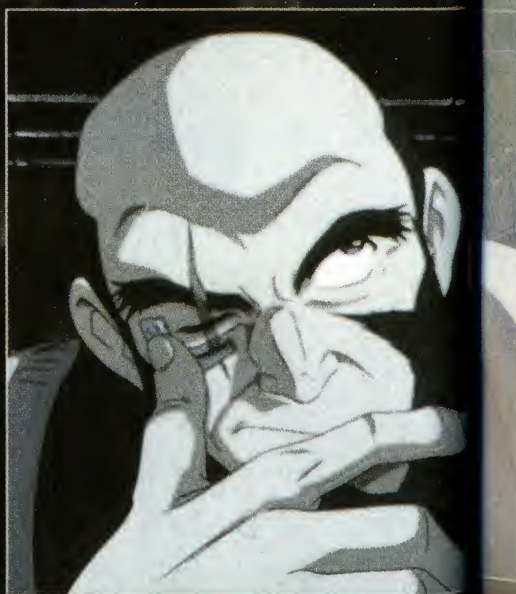


[Top] Jet's ship, the *Hammerhead*. It's an ugly ship, but tough as nails. Kinda like her pilot.

[Bottom] Faye's ship, the *Redtail*. As if symbolic of Faye's fiery personality, it's loaded to the nines with a huge number of menacing firearms.

## J E T B L A C K

Spike's partner-in-crime and owner of the *Bebop*. He was once a cop in the ISSP, but now spends his days as a bounty hunter. His favorite hobby is bonsai. Jet comes from Ganymede, a satellite of Jupiter. In Session 16, it is finally revealed why he keeps his mechanical arm when modern technology could replace it with a biological one. Age: 36



## ( Me, Myself & I ? CHARACTER NOT

## F A Y E VALENTINE

Once a bounty, now a bounty hunter. 50 years ago, Faye was involved in a mysterious accident and was put in cryo sleep. As a result, she lost all of her memories and now searches for any clues to her past. However, in Session 18, when she comes face-to-face with the very past she has searched for, the normally talkative Faye is at a loss for words and begins to cry. Age: 23



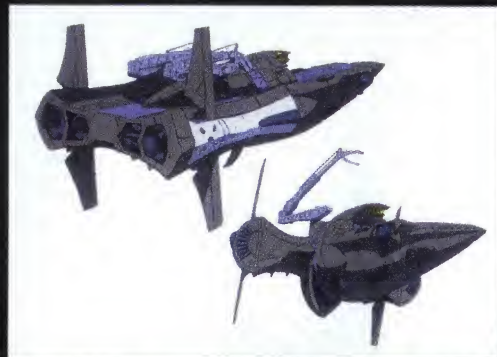
Spike's ship, the *Swordfish II*. Originally built for racing, Spike customized it with a plasma cannon, four Vulcan cannons, and other modifications that come in handy for a bounty hunter.



## S P I K E S P I E G E L

The man of the hour and the star of the show. His life is interesting to say the least. In the episodes in this volume alone he trips out on mushrooms, goes on an archaeological dig in search of a Beta video deck, and gets rescued by an antique space shuttle. Don't let this picture fool you—he's not a tough guy at heart. He probably just needs a smoke. Age: 27





## THE BEBOP

The other main character of *Bebop* is our beloved second-hand space ship. The *Bebop* was once an inter-planetary fishing ship based on Ganymede, but Jet renovated it and made it suitable for bounty hunting. It rattles here and there, but the ride isn't too bad. Total Length: 142m, Total Width: 69.2m, Total Height: 45.6m, Weight: 1567t.



She's not a graceful ship, but her thrusters make traveling between planets a breeze. The *Bebop* can dock on planets with oceans and cruise just like a regular ship. You can even fish or do laundry on the deck.



## E D

A young girl who came aboard the *Bebop* under rather unusual circumstances. Her full name, Edward Wong Hau Pepelu Tivrusky the IV, seems to be a name she made up herself. It's impossible to tell what she's thinking, perhaps because she's not thinking about anything. In Session 17, she acts like a true-blooded cowgirl! Age: 13 (Self-styled)

## ( Me, Myself & I ? ) CHARACTER NOTES

## E I N

A data dog with highly advanced intelligence, Ein was developed by a research institute. He was taken in as a pet by the *Bebop* crew, but the way everyone treats him, you would think they don't care. At least Ed is nice to him. Since he can't speak, there are those who have doubted his intelligence, but those doubts should be put to rest in Session 17. Age: 2 (Estimated)



Ein can understand people's words, so it is frustrating for him that he can't make people understand him. He loves telephones, which is odd as he doesn't have anything to say.



Ed's computer hacking skills are incredible, so she gets stuck on the ship most of the time. Her computer of choice is "Tomato," a machine she built herself.





Session #16

## SESSION#16

Scenario : Michiko Yokote

Continuity : Shigeyasu Yamauchi

Director : Ikurou Satou

# Black Dog Serenade

Jet gets news from an old friend in the ISSP, bringing his shadowy past back to haunt him. It all revolves around an incident etched into Jet's memories, and embodied in his artificial left arm. The same incident that took his arm caused him to leave the ISSP. Jet takes off from the *Bebop* to finally come to terms with his past, but is confronted with a shocking new truth. The origin of the man known as "Black Dog" will at last be revealed.





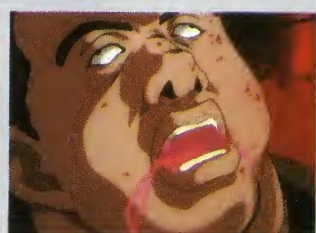
**1** A prison ship heading for Pluto. Inside, countless bodies litter the deck. In the middle of it stands a single prisoner, Udai, who has had a hand in the killings. Another prisoner, Talkan, comes up and calls to him. "Not bad, amigo."



"Cheers. To the ship that charmed the devil."



**2** Talkan stares at Udai. He says, "Let's not waste what our whimsical God has given us," and offers some Dom Perignon to Udai. "Our God?" Udai ponders as he pours the alcohol into the mouth of the dead man at his feet, with an eerie sneer on his face. "Well, for these guys, it's more like the devil," replies Talkan.



**3** The *Bebop*. Spike is laying on the sofa when Faye's voice blasts into his ears. She's in a fit because the shower's broken.

### The past carved into Jet's left arm

Faye's enraged voice echoes through the *Bebop* as the ship makes its way through space. She is having a fit because the shower is broken. With Faye complaining to him, Jet can't concentrate on his bonsai. Just then, a communication comes in from Fad, an old colleague of Jet's from the ISSP. Fad asks Jet to meet him, and so Jet heads for Ganymede. Jet would love to chat, but Fad has serious business to report. A prison transport ship headed for Pluto has been taken over by the prisoners...the ship Udai Taxim was on. Udai was an assassin Jet had been chasing during his years in the ISSP. It was because of a trap set by Udai that Jet lost his left arm. Fad asks if Jet will go after Udai, but he refuses and returns to the *Bebop*. He can't get the incident out of his mind. Jet decides to resolve this part of his past, and he goes back to meet up with Fad.

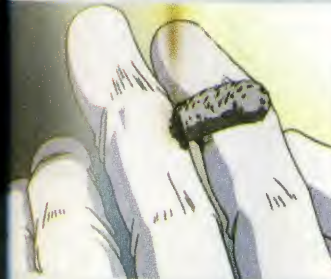
## SESSION#16



**4** Faye complains about the shower to Jet, but he's too preoccupied pruning his bonsai to pay attention. An emergency call comes in for Jet, but Faye won't let him answer it until he hears her complaints. Jet shrugs his shoulders and says, "Alright, I'll fix it, okay?"

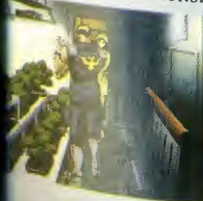


**5** When Jet hears who's calling, he stutters in amazement, "Did you say Fad?" He's so surprised that he doesn't even realize that his cigarette has burned all the way down to his fingers. Faye sees it and asks, "Don't you feel that?" Jet is holding the cigarette in his artificial hand.



"This ship is my ship. This arm is my arm."

**6** Faye asks Jet why he doesn't get regenerative surgery for his arm; after all, "It doesn't cost much nowadays, you know?" Jet is offended by her suggestion, and barks out, "I don't need instructions!"





7 Onboard the prison ship, Dig, a convict, cracks jokes while pointing his gun at the pilot. The pilot says, "You'll never pull this off," but Dig shoots him in the back. "Hey, that was our only hostage," says Talkan. Dig points his gun at the other prisoners. "If anyone's got a problem, then step right up!"



"You're that assassin for the syndicate, Udai..."

8 Udai strides up to Dig and, in the blink of an eye, slashes his throat with a concealed knife. When he sees this, Talkan suddenly realizes, "I remember you, you're that assassin for the syndicate, Udai..."



Pluto  
A frozen planet at the most distant reaches of our solar system. Using phase space gates, it takes about one month to reach. Because it's so cold and remote, the only thing it's used for is holding prisoners.

## SESSION# 16

9 Jet goes to Ganymede to meet Fad. As Jet waits at the appointed place, smoking a cigarette, a gun is pointed at his back. "Caught you red-handed, littering. That's a 2,000 woolong fine, my friend." Fad stands there, grinning. Jet offers him a smoke, but Fad declines. "Heh... Never thought you'd quit," Jet remarks, surprised.



10 Jet asks Fad why he called him out. Fad tells him that a prisoner transport bound for Pluto had an electrical malfunction, and the prisoners took the opportunity to revolt. "And?" Jet asks. "Udai's on that ship."



"If he gets free...how you gonna feel bout that missing arm?"



11 At the mention of Udai's name, Jet freezes. When he says, "You're not getting any stupid ideas, are you? It's not your beat." Fad replies, "That's the reason you quit the police force, because of that." Jet tells him, "Old news. It doesn't interest me anymore," and he turns to leave.





12 As he stares at an old newspaper article, Jet thinks back to his days in the ISSP with Fad. Their plan was to corner Udai, but the tables were turned. In the wake of this incident, Jet lost his left arm and quit the ISSP.



"Udai Taxim. You're under arrest!"



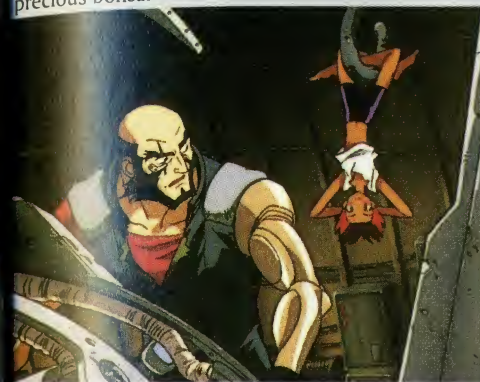
### Interlude

This is the first time we see Jet during his days in the ISSP. Speaking of these flashback scenes, the director, Watanabe, says, "I wanted them to have the atmosphere of a classic hard-boiled movie. But it probably turned out too classical. In this period (the time in the flashback scene, when Jet is in the ISSP), classic clothing was the fad, I'm sure."



13 Udai tells Takanashi and the others, who are worried about the ISSP, "We're gonna break through their line." An ex-cop, Elroy, takes the pilot's seat. "The best defense is a good offense."

14 Jet gets into the Hammerhead. Ed calls out, "You're leaving? Bring Edward some souvenirs." Jet thinks for a moment, then tells Ed to take care of his precious bonsai for him if he doesn't return.



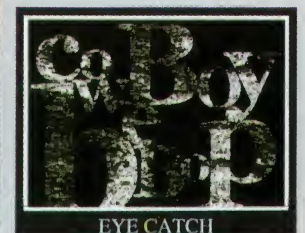
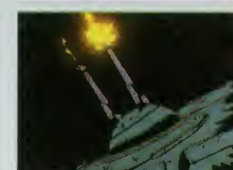
## SESSION#16



"If I don't come back, water the bonsai for me."



15 The Ganyemed police. When Fad climbs the stairs, Jet reaches out in front of him and offers him a cigarette. Fad smiles, knowing that Jet has decided to come back and settle affairs with Udai.



EYE CATCH

16 A police patrol shows up to investigate an SOS from the prison ship and its ejected lifeboat. When it draws close, the lifeboat explodes. A volley of gunfire from the transport finishes the patrol ship off. It was all part of Udai's plan!





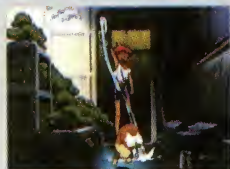
**17** In search of the prison ship, Jet guesses that Udai is going to Europa, where his syndicate was based. According to Fad, Udai hasn't worked with the syndicate in a while. But Jet says, "He's old-fashioned. He'll go straight back there. I'm certain of it."



"The Black Dog who bites once and then never lets go?"



**18** Back on the *Bebop*, Faye is pissy because the shower still isn't fixed. Ed "helping out" with the bonsai by speeing water about with the hose, but Spike stops her. "What's up with Jet?" Leaving his precious bonsai trees to E



### The past revealed...

Jet and Fad search for the missing prison transport ship, but they come up with no leads. Jet thinks that Udai might be headed for Europa, where Udai's syndicate once was. Will they succeed in seizing the transport ship as predicted? When Udai and the others notice Jet and Fad, they set up an ambush.

Avoiding the intense barrage of fire, Jet sneaks aboard the transport ship. Udai greets him with a shower of bullets. In the midst of the fight, Udai reveals the shocking truth about their first encounter. He tells Jet that the ambush that cost him his left arm was in fact planned by Fad and the syndicate. Before he can say more, a bullet pierces Udai's head. Behind him stands Fad, holding a smoking gun. As Fad walks toward him, Jet asks gruffly, "Why did you betray me?" Fad doesn't answer. Instead, he says, "We can't survive with our pretty ideals," and aims at Jet!

## SESSION# 16



**19** Udai gets in contact with the syndicate but they refuse to help him. "There is no further relationship between us, Udai Taxim." Udai says, "I have information." But they respond, "While you were in prison, things changed, new rules..." and they cut off the communication.



"Why don't you give up this bounty hunter thing and team up with me again at ISSP?"

**20** Jet and Fad spot Udai, who has headed to Europa just as Jet predicted. As they split up to go after Udai, Fad asks Jet to come back to the ISSP. Jet replies, "I'll think it over if we make it back home."

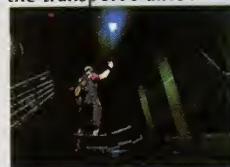


**21** The transport ship hides in an ice flow, but Jet finds it with his radar. The convicts on the ship are preparing for an assault.





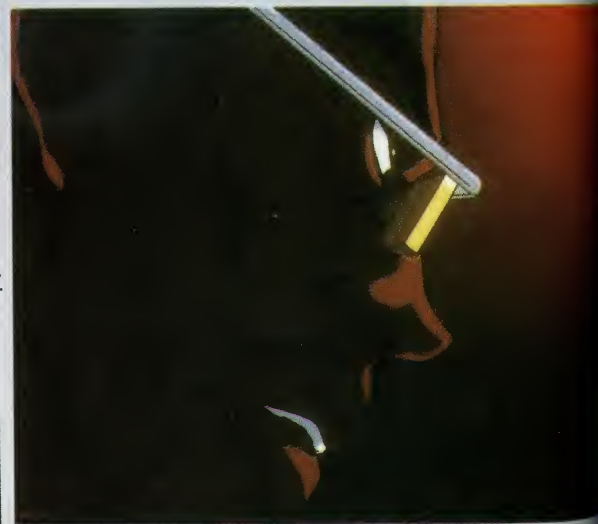
22 Aboard the Hammerhead, Jet slips through the hail of machine-gun fire and forces his way to the transport ship. Fad takes a direct hit from a rocket, but manages to destroy the transport's airlock.



23 Jet makes his way onto the ship and Udai goes to greet him. Left behind, Talkan goes to leave the ship by himself. "I'm not sticking around for this." But because Fad's ship destroyed the airlock, he is sucked out into space.

#### Udai Taxim

An assassin who uses a concealed knife. Nothing is known about the syndicate he works for, except their name, "Clan." Compared to the Red Dragons, this syndicate seems to have their hands in practically everything.



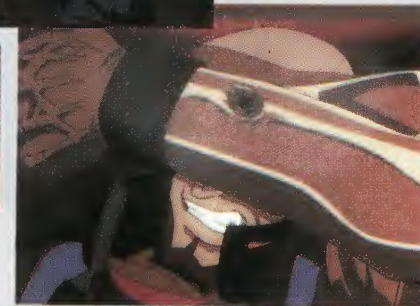
"This one's mine, understand?"

## SESSION# 16

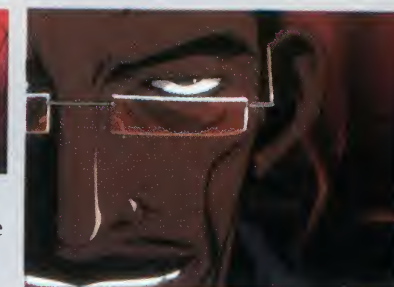
24 Jet makes his way through the ship, plowing through gunfire. Fad makes it to the bridge where he shoots Elroy.



25 Jet and Udai finally confront each other. When Udai asks, "You came all the way here to see me?" Jet stops a bullet with his left arm, and remarks, "Something else insisted. The arm I lost because of you."



"Something else insisted. The arm I lost because of you."

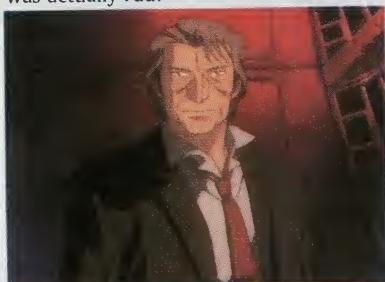


26 Udai stops Jet with a knife to the leg. Udai tells him, "What a fool you are. I'm not the one who fired the gun that day. It was your own partner." The revelation leaves Jet stunned.





27 Jet relives the incident in his mind. He was lured into a dead end, and a searchlight pointed right at him. The one standing in front of the light, holding a rifle, was actually Fad.



29 Fad says, "We can't survive with our pretty ideals. You brought it on yourself, partner. You just couldn't play the game." Jet roars back, "That's why you betrayed me and lied to get me out here?" Fad aims his gun!



"Sayonara, partner..."

#### Interlude

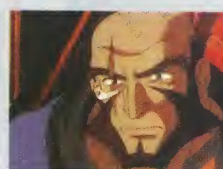
When Jet appears in the flashback scenes of this episode, he is always wearing a hat, so it's unclear what kind of haircut he had back then. According to what Donnelley (an old companion of Jet's from his days in the Ganymede police) says in Session 10, Jet still had hair on his head when he was a detective. Aren't you wondering exactly what kind of haircut it was?!



28 Udaï tells Jet, who realizes now that it was a trap, "You were a threat to the syndicate and your partner was on our payroll. The moment he says that Udaï's shot dead by Fad."



30 Fad aims his gun at Jet and pulls the trigger. At that exact same moment, Jet dives to the ground, picks up Udaï's gun, and fires it at Fad!



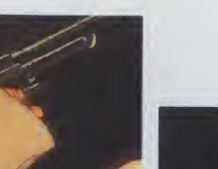
"I guess I couldn't quit smoking after all."



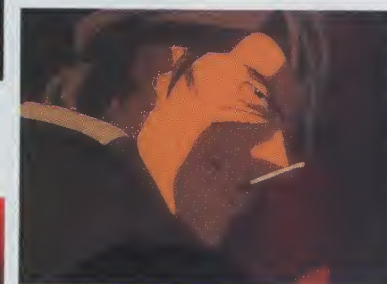
31 A shot rings out. Fad falls. Jet sees that there hadn't been any bullets in Fad's gun besides the one he used to kill Udaï. "You knew I'd take you out like this," Jet exclaims. When Jet runs up to Fad, he mutters, "Gimme a smoke..." Jet holds out a cigarette and gives him a light. Fad dies with the cigarette in his mouth, and a content expression on his face...



32 Patrol ships have swarmed over the area. Jet places a gun in Fad's hands, aimed at Udaï, and limps away.

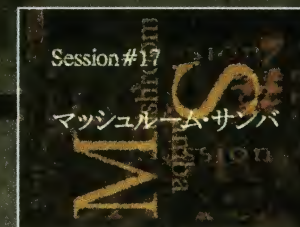


## SESSION# 16



SEE YOU SPACE COWBOY...





## SESSION# 17

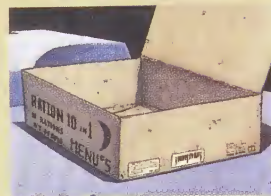
Scenario : Michiko Yokote &  
Shinichirou Watanabe  
Continuity : Shinichirou Watanabe  
Director : Kunihiro Mori

# Mushroom Samba

In a show like Bebop, which is full of both serious and stylish episodes, this one is particularly off-the-wall. "Cowgirl" Ed has a grand old time amidst all the turmoil caused by some "strange mushrooms." The director, Watanabe, says that for this episode, he drew upon funk/soul record jackets, as well as Blaxploitation movies from the seventies, among other things, to give the episodes more "spice."







2 Ed finds a single peanut in her pocket and turns to eat it, but the ship suddenly jolts and the peanut is thrown from Ed's hand into Ein's salivating mouth.



"We haven't had anything to eat in two days!!"



1 Ed and Ein star into an empty refrigerator. Even Jet's emergency rations are gone. To make things worse, the ship is out of gas and is only moving under its own inertia. They should still be able to reach Europa, but...

### Better find some food, and soon!!

The *Bebop* is in a big-time crisis. Besides being out of gas, the food rations are completely used up! To make matters worse, an unknown ship collides with the *Bebop*. Because of that jolt, the *Bebop* crashes on Io, a satellite of Jupiter. The engine is wrecked. While the ship is being repaired, Ed and Ein travel out in search of food.

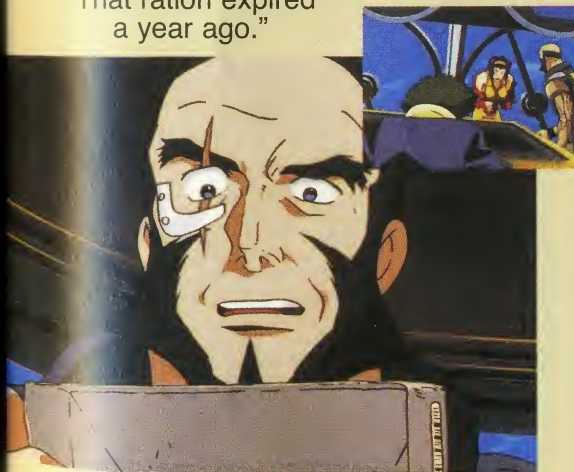
As she walks through the wasteland with Ein, Ed happens to come across the ship that hit the *Bebop* and then flew away. As she chases after it, she finds a watermelon stand along the side of the road. But she doesn't have any money, so she can't buy anything. When a female bounty hunter, Coffy, stops at the stand, Ed hides herself in Coffy's car as it heads for town. In town, Ed follows a man named Domino around, begging him to give her some food. Just then, Shaft shows up. Shaft is after Domino, seeking revenge for his brother's death. Domino runs off in a mad rush. Ed's left behind, and she sees some mushrooms that Domino had dropped. Ed takes the strange mushrooms and heads back to the *Bebop*.

## SESSION#17



3 The jolt was caused by an unknown ship hitting the *Bebop*. The shock of the impact sends the *Bebop* on a collision course with Io.

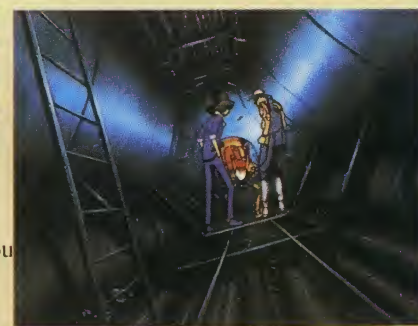
"That ration expired a year ago."



4 The *Bebop* crash-lands on Io, but the crew seems to be unharmed. Then, out of the blue, Faye grabs her stomach and runs into the toilet. Guess she didn't realize when she stole Jet's rations they were a year past their expiration date. "Poetic justice," Jet laughs.



5 Spike and Jet set about repairing the engine, which was broken during the crash landing. Ed tries to help, but just makes things worse. Spike tells her, "Why don't you go out and get us some food, instead?"





6 Ed and Ein search for food, but there's none to be found in this wasteland. Just when they've collapsed from exhaustion, Ed sees the ship that collided with the *Bebop* and chases after it. "Wait for Edward!"



7 In the midst of her chase, Ed catches the scent of food and traces it back to a watermelon cart. The melons are 1,000 woolongs each, but Ed is broke.



10

The third-largest satellite of Jupiter. It used to have many active volcanoes, but terraforming has made it suitable for human habitation. There isn't much of a population and the various cities have decayed, so Io's terrain is like that of the Wild West.



"If you don't have no cash, trap you don't get no melon."

## SESSION# 17



8 A black convertible comes to a screeching halt and a stylish, sexy woman gets out—the bounty hunter Coffy. She buys a watermelon and says, "If you see this man, give me a call. I'll show my appreciation." She hands the merchant a man's photograph.



"Keep the change."



9 While Coffy's talking, Ed and Ein duck into the trunk of her car. It speeds off moments later.



10 A decayed, backcountry town on Io. A strange man walks the streets, pulling a wooden coffin around, looking for something...





**11** Coffy stops at the edge of town for a smoke. The police show up, searching for an illegal mushroom dealer. Coffy says she's looking for him too, for a big bounty. The cops ask to check her trunk, and she tells them, "Go ahead, feel free."



**12** But when the police open the trunk, Ed is inside, fast asleep! Coffy gets arrested, but Ed and Ein take the opportunity to run for it.



"Food, food, do you have any?"

**13** Walking around town with an empty stomach, Ed spots Domino biting into a hot dog. Ed rushes at the hot dog, but Domino eats the rest of it in one bite. Ed cries, "Give some to Edward!" and throws a fit.



# SESSION# 17



**14** Shaft shows up with the coffin and says to Domino, "Recognize me?" Domino doesn't remember him. Shaft yells, "I take this coffin with me wherever I go and I'm putting your dead body in it!" The coffin then immediately gets smashed to pieces by a passing truck.



"Bad mushroom?"

**15** Shaft's older brother had died laughing after he ate mushrooms he bought from Domino. To get his revenge, Shaft pulls out a gun. Stunned, Domino hurries away.

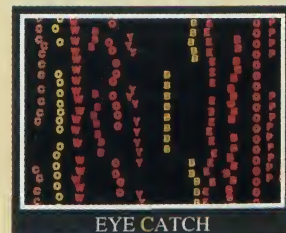


**16** Some mushrooms sell out of Domino's back as he made his mad rush out of there. Ed eats one, and suddenly starts hopping around weirdly. Ed picks one up and niffs at it.



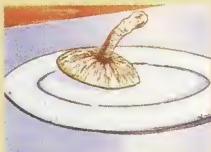
## Interlude

The minor characters in this episode originated in movies. Coffy's name comes from Pam Grier's title character in the 1973 film *Coffy*. Coffy also resembles the title character in Quentin Tarantino's *Jackie Brown*, also played by Pam Grier.

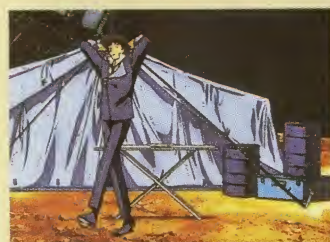
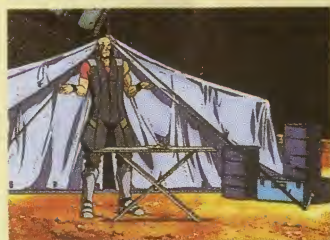


EYE CATCH

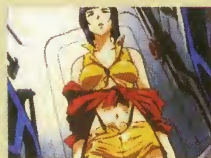




**17** In front of the *Bebop*. First Faye, then Jet, then Spike come across a mushroom set out on a plate. Each of them reacts to it at first disbelievingly, but then each ends up eating it. Ed observes from inside the tent, waiting to see if the mushrooms are safe.



**18** Nothing happens at first, but soon their eyes glass over.

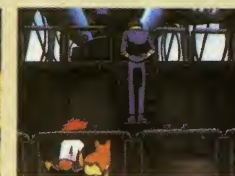
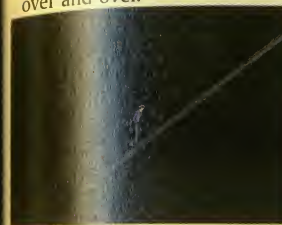


### A bounty on bad mushrooms

A table is set up in front of the *Bebop*. And on top of it – one of the suspicious mushrooms. Spike and the others each come across the mushroom, one after the other eats it out of sheer hunger. Ed secretly observes them. She is using the others to test if the mushrooms are safe. At first, nothing happens, but then they eventually start acting strange. Ed, who is watching of this, realizes that they probably shouldn't be eaten. Ed puts it together that the man she met in town was the wanted illegal mushroom dealer Domino Walker. And so she decides to capture Domino on her own and claim his bounty. She takes off along with Ein. As she searches for Domino, she finds the ship from the hit-and-run which has landed nearby. When she goes inside, she sees Domino, cultivating his mushrooms. Domino runs and Ed chases after him. That's when the bounty hunters Coffy and Shaft join and the big chase is on! Eventually, Ed catches up to Domino. In exchange for looking the other way, she takes the mushrooms, and happily returns to the *Bebop*!

## SESSION#17

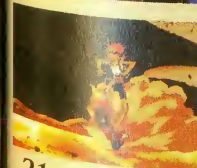
**19** Spike climbs the stairs on the bridge which seem to go on forever. A frog tells him, "This is the stairway to Heaven." But Spike just ignores it, muttering, "Obnoxious little frog." When Ed, who is sober, looks at him, she notices he's just climbing the same step over and over.



**20** When Faye goes into the bathroom, she feels herself shrinking and the room fills with water. Meanwhile, Jet has an earnest talk with his bonsai: "The secret of the universe is so simple." Seeing this, Ed remarks to Ein, "So the mushrooms really aren't good for eating, right, Ein?"



"I'm a cowgirl, Ein!"



**21** Ed sees *Big Shot* playing on TV. She realizes that the man she met in town was the wanted illegal mushroom dealer Domino. "We'll get the reward and buy food!" Ed takes off on her scooter with Ein.







**22** Coffey is being questioned at the police station. When she looks out the window, she sees Ed passing by at full throttle! While the cop is distracted on the telephone by his wife, Coffey bolts out of the station.



**23** Shaft eats a sno-cone, with a sullen look on his face as three familiar old men look on. Just then, Shaft notices Ed passing by outside. Shaft eats his ice in a hurry so he can go after her, but winces from the brainfreeze.



"That's what happens when ya eat too fast."



**24** Ed goes all the way to the edge of town in search of Domino. But she can't find a single trace of him. Just then, she spots the hit-and-run ship, which landed in a nearby wasteland!



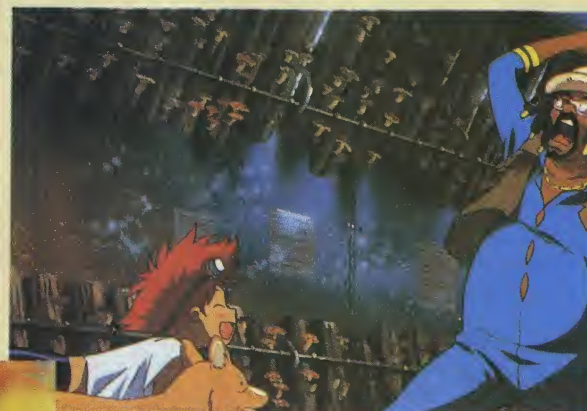
### Interlude

The man going after Domino, Shaft, also has his origins in movies. No, not the 2000 movie with Samuel Jackson! The original, from 1971 with Richard Roundtree. And wasn't his pulling around the coffin influenced by Django, the protagonist in the '66 spaghetti western *Django*? The mushroom broker, Domino, was probably derived from some funk record jacket.

## SESSION#17



**25** The hit-and-run ship is indeed Domino's. Inside, Domino is cultivating his mushrooms. Ed suddenly appears, yelling, "Alright, hit-and-run driver! This is a bust!" and fires some stink gas. Ed and Ein accidentally inhale some of the gas themselves. Domino seizes the moment to run away. Ed races after him.



"Stinky gas!"



**26** Domino runs away with the bags full of mushrooms as Ed chases after him. When they come to a railroad crossing, Shaft is waiting on the other side!



**27** Shaft sees Domino hop on the last train car. He commandeers the watermelon truck and takes off in pursuit!





28 Shaft catches up to the train, and gets the gun to jump onboard. He pulls his gun. Coffy shows up too, and yells, "Brother, out of my way!" She fires her launcher, and a real battle royal begins!



29 Ed comes racing up at incredible speed! When she jumps onboard, she gives Ein, who had been riding on her back, the signal. "Ein! Get 'em!" Ein jumps up and bites Domino's bag. Shaft and Coffy get wrapped up in the scuffle and fall off the train.

30 Ein keeps Domino from getting away, giving Ed the chance to catch up to him! "ROAR!" But in front of the train is a cow...



### Interlude

"Bad mushrooms" that make you hallucinate when you eat them do exist, but are illegal. The hallucinations you see when you're "tripping" can vary depending on the psyche and constitution of the user. There are people who claim that while hallucinating, they can "know the secrets of the universe," like Jet did. But not all "trips" are good. Side effects may include nausea, vomiting, and paranoia.

## SESSION# 17

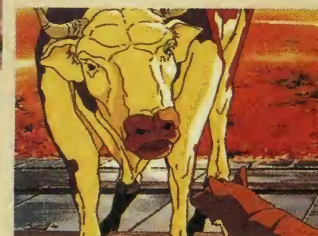
31 When the train brakes suddenly, Ed knocks Domino down. Unable to take any more, Domino offers Ed the mushrooms for his freedom.



32 Ed accepts and returns to the Bebop with the mushrooms. Faye and Jet, who have awakened remark: "Each one of these is worth 100,000? No kidding?"



33 The policeman searching for Domino drops by for an unexpected visit. When he sees the mushrooms Spike is holding, he checks them out. "Guess you folks must really like shiitake mushrooms."

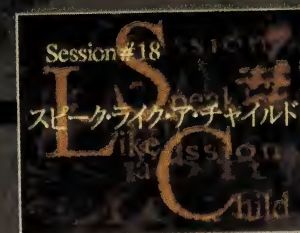


34 What they had thought were the illegal mushrooms turn out to be common shiitake. So while the crew is no longer completely starving, their diet is reduced to nothing but mushrooms!



LIFE IS BUT A DREAM...





## SESSION# 18

Scenario : Akihiko Inari  
 Shoji Kawamori  
 Aya Yoshinaga  
 Continuity : Junichi Satou  
 Director : Yoshiyuki Takei

# Speak Like A Child

This episode is a maniacal, adventurous, and off-the-wall story revolving around a videotape addressed to Faye that suddenly arrives at the *Bebop*. And the video, what we've waited to see until the very end, turns out to be a touching denouement. We are able to catch a glimpse of Faye's past in an episode named after the song and album by Herbie Hancock.







1 Faye watches a horserace, but is outraged to see the horse she bet on fall behind. Meanwhile, Spike gets a bite on his fishing line. But before he can reel it in, the hook comes out, and the fish escapes.



"I haven't seen treasure in a long time, either."

2 Jet tells Ed the story of "Urashima and the Kingdom Beneath the Sea." "They gave him a big welcoming party in the palace. Gorgeous women and delicious feasts... Brems and halibut swimming about... He spent his time there as if in a dream." Spike replies, "I haven't eaten bream or halibut in a long time." Just then, a delivery arrives.



### What could be on the videotape that was delivered?

Faye gets very enthusiastic about a horse race. But her enthusiasm apparently didn't reach the horse, because it lets her down big.

At the same time, a package arrives on the *Bebop*. It is addressed to Faye, but she runs off without seeing what it is. Spike has no choice but to open it, and inside is a videotape. It came with a COD, and in order to get back the money he paid, Jet decides to sell the tape. He and Spike go to an antique video dealer who helps them view the tape. The video deck he uses is in beta shape, and when Spike gives the machine a kick it breaks completely. Ed discovers that the tape is a Beta tape, and there's only one place to get a Beta deck: on Earth.

## SESSION# 18



"She's a busy girl, huh?"

3 Faye returns, and Jet offers her the package. "Pay up. 6,300 woolongs." "Where'd that come from?" "Special delivery for you." "Well, I didn't order anything." Without even listening to what Jet says, Faye flies off.



4 "Don't you think it's odd? For a woman who always wants other people's stuff, here she gets something for free and she won't even touch it." Yeah, but she's made a lot of enemies, think about that." "Hmm... should I do explosives tests and a biochemical test on it?"



5 Jet takes a look at the delivery data. "The sender is... a nonprofit convent on Europa?" "There's more." "Hmm... This thing's been passed around the entire solar system!" Jet tries to find more, but, "Due to the explosion of the Lunar gate, all data encoded before 2022 is lost?"



"What the hell?"





6 Jet and Spike take the videotape to a 20th-century-video maniac. When he warns Spike that smoke is bad for electronics, Spike snuffs out his cigarette on a video deck. "What do you have against me anyway?" "We've got nothing against you, pal. We've just got something you might want to buy from us."



"What an amazing find!"



7 "Ah, that's a Beta cassette, isn't it?! Where did you guys get ahold of this thing? That's a real good find! It's a near miracle it's still in one piece!" Since the video maniac has such an interest in videotapes, he starts explaining the history of Beta. "Look, buddy, are you gonna buy it or what?" "Well, we have to see what's on it, you know."



"This isn't helping, Spike." "It's not?"



8 They play the tape and it shows a wooded landscape. But almost immediately the image breaks up and the tape gets eaten. Spike starts kicking at the video deck until it breaks apart. "This isn't helping, Spike," says Jet. "It's not?"



## Beta Decks

Just like the video maniac mentioned, Beta was favored by videophiles because of its compact deck and particularly sharp video quality. But now, they can't be found at all in general home electronics stores. Shoji Kawamori (he collaborated on the plot of Session 18) had some hang-ups concerning Beta, but the actual lines were written by Akihiko Inari. It may seem casual, but it was the fruit of a lot of research.



9 Meanwhile, Faye is absorbed in another race, this time a dog race. "Yahoo! Dogs are better than ponies!" When her bets are right on the money, Faye can't hide her happiness.



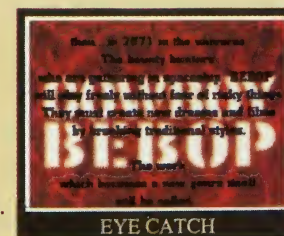
10 "My ship works better when I kick it." "You just don't know when to quit, Spike." Jet complains. Back on the *Bebop*, Ed tracks down a Beta deck that's located in a museum in old Japan.

"Do you really think it's worth it, Jet?"



11 Back to Faye. Her bets were right on the money again. "I wonder if all this time, those guys were just sucking up my luck."

## SESSION# 18





12 Faye gets a communication from the *Bebop*. When Ed tells her they're on Earth, she shouts, "You just took off for Earth and left me behind?" Marooned, Faye pouts.



13 The *Bebop* splashes down on an ocean. Spike climbs aboard the *Swordfish II* while Jet gets into the *Hammerhead*. The two of them set out for the building with the electronics museum, but Spike loses hope when he finds the building is dilapidated.

"Think we're gonna find one in a place like this?"  
"We'll never know unless we check it out, right?"



14 Spike and Jet turn on the electricity, and find the electronics museum on the directory board, 28 floors down. They force the elevator doors open and climb down on the cables. But suddenly, the elevator starts to fall down from above. Just as they are about to be trapped, they manage to claw their way out of danger.



It's a dangerous path to get the video deck!

Leaving the unaware Faye behind, the *Bebop* heads for Earth. With an unenthusiastic Spike in tow, Jet goes to search for the building with the electronics museum. When they reach the building, Jet and Spike head for the electronics museum, located on the 28th floor below ground. But the elevator won't move, so they force the elevator doors open and climb down on the cables. Then the elevator starts to fall from above! They quickly duck into a passageway filled waist-high with water. The ladder rungs were rusted and broken. Overcoming such obstacles as crumbling passageways, dangling pipes, and stairs with nothing left but the handrails, Jet and Spike press forward in their search for a video deck. This is a world completely different from the palace of the Dragon King in the fairy tale. After having finally returned with a video deck, Jet tries to play back the tape. As their luck would have it, the video deck was the wrong tape, so they still can't watch the tape!

## SESSION# 18



15 Spike and Jet trudge through a water-filled tunnel. Then they have to climb down a ladder, but when Jet steps on it, it breaks. He somehow keeps from falling, much to his relief.



16 Later, Spike and Jet get caught off guard by the crumbling floors and end up dangling off pipes. As they try to poke their way ahead, they fall into an old bathroom flooded with water.



17 "Tell me again why we're going through all this?" "It's a lesson to remind you that treasure hunts are always trouble." "Treasure? What treasure?" "The tamatebako, wasn't it? Once the tamatebako is opened, he becomes an old man." A weird fish pokes its head out of the water in front of Jet, but he's so tired that he barely notices.



"This place is a real palace of the Dragon King. Anyway, I wonder where in the world that woman went off to!"



18 Back to Faye. She's still really into the dog races, but she loses her bets, and tosses a pile of tickets into the trash. She's bummed, so she just sighs and stands up to leave. "I guess there's nothing I could do. Races are all just luck anyway."



19 After all their troubles, Spike and Jet finally reach the electronics museum. They go inside, and find a huge number of video decks there. "So, which one do we take back?" The two of them grab a TV and video deck and go back the way they came.

## SESSION# 18



20 Jet immediately tries to put the tape in the deck, but it won't go in. "What's wrong?" "It's the wrong size. It won't go in." "Try pushing it." "But..." Ed points out to Spike and Jet that the video deck is VHS, not Beta, which is what they need.



"Ah, that's the wrong one." "Huh?"  
"You got VHS." "Huh?"  
"It won't play Beta." "Huuuh?"



### Interlude

The story Jet told to Ed, about the palace of the Dragon King, was "Urashima and the Kingdom Beneath the Sea." On another storybook note, the delivery service that brought the videotape had a "tortoise" logo, and the delivery service that delivered the video deck had a "hare" logo. Get it?



"I'm coming back to the ship."

21 Faye calls Ed and asks how everyone's doing on the *Bebop*. "Disappointed and sad." "Hmm...I see...if they're that lonely without me, I guess I have no choice. I'm coming back to the ship."



22 Jet yells, "What?! Another package for that wench? Take it back!" Right next to him, Spike is already opening it, much to Jet's chagrin. Inside is a Beta video deck.



"You're damn stubborn."



23 Ed sets up the video deck, and everything is ready. "It's showtime!" But just then, Jet calls out to wait. "If you wanna watch, pay back the COD charges first. 31,500 wools." "Hmpf, then I won't see it." Faye pretends to leave and the others check out the tape.

"We all decided that we'd send ourselves a message ten years in the future."

24 The young girl who appears on the screen is none other than young Faye. It's a video letter to herself for when she becomes an adult. Spike and the others gaze in bewilderment at the screen. Faye has been staring at it too, from the shadows.



## SESSION#18



"Good morning, me."

### Interlude

The last scene of this episode is somewhat controversial. This scenario was done by Akihiko Inari, but the young Faye's monologue in the video was written by scriptwriter Aya Yoshinaga.



26 "I can't remember... Is this...me?" Faye is dumbstruck. "I'm not here anymore... But the me from today will always be cheering you on! The one and only me."



"And now a big cheer from my heart! Let's go...me! Do your best, do your best!"

SEE YOU SPACE COWBOY...





Session #19

ワイルド・ホース

## SESSION#19

Scenario : Akihiko Inaki

Continuity : Umanosuke Iida

Director : Hirokazu Yamada

# Wild Horses

Session 19 cuts between two locations: the calm atmosphere of Earth and the dizziness of space. If it weren't Bebop, it would be difficult to enjoy a work where two contrasts are made so clearly. And the machine we get occasional glimpses of from the first half is finally revealed in the last scene. Some mechanical aspects of the *Swordfish II* are also written about in more detail, so this is an episode worth seeing for mecha fans.



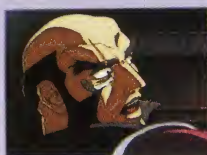




1 A hand makes a hitchhiking sign to a plane that's climbing into the sky. The hand belongs to Spike. He is in a desert, alone. He has crash-landed in a desolate area.

"It's really not my style, you know. Sitting around, waiting for nothing like this."

2 "Ya pick a spot and keep on waiting. That's the secret to fishing." "Maybe you picked the wrong point, or the wrong pond to begin with." "Maybe the bait should stop complaining." Jet has set Faye out as bait for wanted pirates and waits to catch them. "Let's keel-haul those dirty scalawags," shouts Ed. Faye is also worried that Spike hasn't come back from repairing his ship.



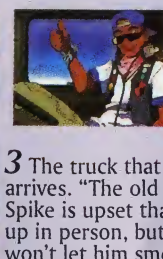
### The *Bebop* is in big trouble, and Spike is on Earth.

Jet sets Faye out as bait for wanted pirates and waits. And waits. Faye, impatient as usual, does nothing but complain. Just then, the pirate ship appears. Its target wasn't Faye, but some other ship. When Jet and Faye see the pirate ship emerge, they challenge it. However, there is a computer virus off-loaded by the pirate ship, and it leaves both the *Bebop* and the *Redtail* dead in space.

In the meantime, Spike has gone to Earth to ask Doohan to overhaul the *Swordfish II*. At that point, he is stranded in the desert, but he meets up with Doohan's assistant, Miles, and gets a ride to Doohan's yard.

Spike finally contacts the *Bebop*. But the *Bebop* is adrift with its computers scrambled. Spike gets information from Doohan about the pirate ship responsible for it.

## SESSION# 19



3 The truck that Spike has been waiting for finally arrives. "The old man's busy. I'm his assistant, Miles." Spike is upset that his old friend, Doohan, didn't show up in person, but he's even more pissed that Miles won't let him smoke in the cab.



"Do people ever tell you that you don't talk much?"  
"Do people tell you that you talk too much?"



4 "That machine back there in the trunk is the *Swordfish*, isn't it?" "Yeah" "The awesome mono-racer the old man built, right?" "She's just an old ship to me. Can't get rid of her."

"He's been trying to fix up that ancient relic?"



5 As Spike and Miles pull into Doohan's lot, there's an explosion in the hangar. Doohan comes walking out in a huff, with smoke rising behind him. Though they haven't seen each other in a long time, Doohan brushes off Spike's greeting. When Spike glances into the hangar, he asks Miles, "He's been trying to fix up that ancient relic?"





6 Doohan begins working on the *Swordfish*. "Miles! Get me the EV transmitter, the absorber for the main gear, and a 3-8 pneumatic tube, pronto." Next to them, Spike looks around the hangar in admiration.



7 Meanwhile, Jet and Faye wait for the pirates. Inside the *Bebop*, an alarm blares out announcing the arrival of the pirates. "It's not me! Where are they?" The pirate ship is targeting another ship, not Faye.



8 The pirates steal control of a mono ship. "Nice machine they have here. Transferring wealth from the fortunate to the unfortunate can be very fulfilling. It's what charity is all about."

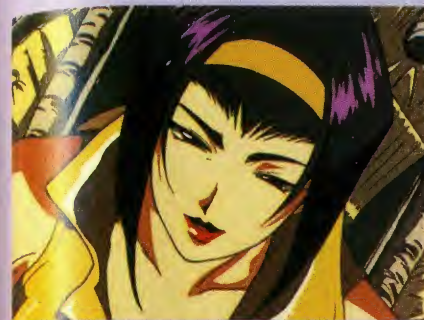
"Some hobby

### Doohan

Doohan, an old friend of Spike's, used to be a racer piloting the *Swordfish*, but now he makes his living as a repairman on Earth. He has an obstinate personality and takes an old-fashioned pride in his craftsmanship. He would rather feel the temperament of an old-time machine than have the easy handling of a new one. He has confidence that Spike can handle the *Swordfish II*, which was built to his specifications. And, incidentally, Doohan's professed age is 50. His outward appearance seems to be similar to movie director Nicholas Ray (*Rebel Without a Cause*). Nicholas Ray also acted in such films as *American Friend*, directed by Wim Wenders.

## SESSION# 19

"Hold it right there, boys."



9 Just as the pirates are finishing up the job, Faye blocks their way in the *Redtail*. The pirates appear to surrender, but when Faye lets her guard down, they harpoon the *Redtail*. The harpoon contains a computer virus, which infects the *Redtail* and makes its computer go berserk.



10 The *Redtail* gets out of Faye's control and starts randomly firing on its own. The bullets graze Jet's *Hammerhead* when he comes to help her. "I didn't do anything!" In a panic, Faye tries to convince Jet she's not firing on him.

"Man, what a piece of crap."  
"Payback time, pal!"



11 As the pirates attack Faye and Jet, they notice the *Bebop* getting closer. "Ruth! Another ship, behind you!" "Gotcha. Man, what a piece of crap." Jet snarls when he hears the insult to his ship.



12 The *Bebop* has also been infected with the computer virus. Fortunately, Ed activated the Emergency Navigation Systems, so they didn't lose all control.





**13** Back on Earth, Spike is relaxing in Doohan's office. He is gazing at the pictures on the wall, including one of Doohan when he was the pilot of the *Swordfish*.

**14** Doohan mutters happily while checking out the engine, "Looks like she's taken you around for quite a few spins," but when he turns to Miles in the cockpit, he suddenly starts yelling. Miles had suggested replacing some of the *Swordfish II*'s parts with state-of-the-art ones. Doohan, the old-school pro, scolds him for this.



"You either work on the machine or the machine works on you. Now make up your mind."



**15** Spike observes their exchange and warns, "You haven't changed. You're going to chase off another assistant if you keep this up." "Well, maybe I'm just like the old *Swordfish*, Spike. Trying to make a point."

## SESSION# 19

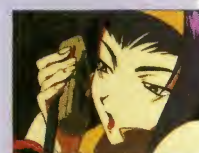
"Yes, hello? Ah, it's the mysterious missing man. Where are you at?"

**16** Spike gets a message from the *Bebop* and hears about the big fracas that happened. "I don't understand. Give me a simple explanation." "The computer's kaput, and we're just drifting in space towards certain oblivion." "Ah, now that I understand."



**17** Spike asks for details about the pirate ship that made the *Bebop* lose control. Next to him, Doohan asks Reggie, who brought the parts for the *Swordfish II*, where he can pay bargain-basement prices for a mono computer.

"A truck..."



"A penguin..."



"A delivery truck..."  
"...delivery truck?"

### Interlude

The baseball team Miles so enthusiastically cheers on is the Blue Socks. And this comes from the Celeague's Hanshin Tigers: Randy (Randy Baas), Blanket ("kakeru nuno" in Japanese, taking the kanji for "ka" and "nuno" gives the name "Kakeno"), Hills ("oka" in Japanese, which sounds like the beginning of the name "Okada"), Eightwood (the kanji for "eight" and "wood" make up the name "Yagi").

**COWBOY  
BEBOP**

EYE CATCH





**18** Spike returns to the *Bebop* with information about the pirates. "You sure about this info?" "Yeah. They were doing business by the drive-in." "I get it. No one would be suspicious of a delivery truck wandering around there."



"Unlike SOMEONE else here, I always return what I owe."  
"Gee, what an admirable virtue."



**20** Doohan's worksite. Miles has been doing maintenance on his bike while listening to a baseball game on the radio. When he notices Doohan walking behind him carrying something heavy-looking, he starts to get up to help him, but Doohan just gives him a cold stare.



**19** Jet ponders a way to counteract the virus. "Since they deliver the virus physically, that might mean they haven't developed a vaccine for it yet. That's where our secret weapon here comes in." Spike installs a communication device into the *Swordfish II* so Jet can guide him. But the communication device is just an old-fashioned radio, "Some secret weapon."



### Spike faces off with a pirate ship.

Spike gets in touch with the *Bebop*. According to the information he receives, the ship that threw the *Bebop* into confusion was at an orbiting drive-in. Jet is burning to get revenge for the damage sustained to the *Bebop* and the *Hammerhead*. A reluctant Spike is dragged into the conflict, and he faces the pirate ship once more. Jet learned his lesson the last time, and this was the plan he cooked up for round two: if the ship gets corrupted by the pirate ship's virus, simply shut off the computer system. Spike and Faye installed the communication devices Jet gave them, and they headed for the orbiting drive-in. Soon enough, Spike has contact with the pirate ship. With characteristic flair, Spike dodges their attacks one after the other, but even Spike ends up falling prey to the pirates. Spike tries to link up with the *Bebop*, but he can't, thanks to the pirate ship. In the end, Spike prepares himself for death. Jet can't do anything to help him. But suddenly, Doohan shows up from Earth to rescue Spike!

## SESSION#19



"That's easy. We just shoot and see who high-tails it out of there."  
"This is the first time I agree with you on something."



**21** Spike and Faye wait for the pirates at a drive-in. "It was a penguin, right?" "Yeah, a purple penguin..." There are two such delivery service ships there, so Jet suggests they use discretion. But both Spike and Faye open fire.



**22** Both delivery service ships that were attacked try to escape. Faye goes after one of them. "Payback time for yesterday, boys." "Eeek! Have mercy on us! We'll pay the parking ticket!" The ship that Faye caught is a real delivery ship!



"Let's see what you got, hotshot."



**23** The one Spike is after is the pirate ship. "Over here!" "Spike! Keep 'em out! It'll be a mess if they spread the virus inside!" "I know!" Spike chases down the fleeing ship and judges his opponent's abilities with a cool eye.







24 Spike attacks the pirate ship, aiming at the arm that fires the harpoon. But the pirate ship opens its hold and fires countless harpoons at the *Swordfish II*. With too many harpoons to keep track of, Spike is hit.



"Hey, old man! Listen here! This sounds pretty bad!"



25 Miles hears about Spike and the others' situation and tells Doohan. His self-consciousness from before is forgotten.



"I'll just take my chances."

26 One of the harpoons the pirates fired at the *Swordfish II* hits their own ship, and it goes out of control. "Spike, I'll be right there," Jet tells him. "Even under normal circumstances, it'd be tough to get outta this in one piece." "Like I needed you to tell me that."

### Space Shuttle

This space shuttle is in fact an original NASA shuttle like the ones used today, such as the shuttle *Columbia* (although the cargo bay is larger for dramatic impact). The cargo bay that received the *Swordfish II* is primarily used for transporting satellites into space. This episode's story originally began as mecha designer Kimitoshi Yamane's idea: "Pirates show up, the *Bebop* loses control, and then a space shuttle comes to the rescue."

## SESSION# 19

27 Spike uses an expert technique to dodge one meteor after another, with only manual steering. He's so calm he even whistles. Just then a communication comes in from Jet. "Spike, above you!"



"Spike, above you!"  
"That old hulk looks like a goddess to me!"



28 The pirate ship that had lost control explodes, sending a countless number of harpoons toward the *Bebop*. Spike notices this in an instant, and uses the *Swordfish II* as a shield to protect the *Bebop*. Because of his maneuver, it's too late to dock with the *Bebop*.

29 Doohan and Miles hear about Spike's crisis on the radio. "Are you kiddin' me, old man? You're not seriously gonna use this antique piece of junk?" "Don't just stand there, get a move on. Go an' get some fuel!" "Yessir!"



"Are you kiddin' me, old man?"







30 "Spike, can you hear me? I've finished the calculations. It'll take seven hours for me to rendezvous with you." "Are you kiddin' me?" "We're too close to the Earth, the orbital paths I can take are limited."

"How about I rendezvous and tow you back in exchange for that whiskey?"



31 Spike speaks in a resigned tone. "Jet...there's some whiskey hidden behind the fridge. Why don't you help yourself, bud? Fuel tanks are empty. There's nothing I can do now."



32 Dooan's hanger doors open, revealing a space shuttle. "Spike, find something to use as an air break, so you can decelerate." "Decelerate?" "If you decelerate within the Earth's atmosphere, the gravitational pull will accelerate you up instead, which will give you enough speed to escape."

### Interlude

In this episode, we find out that the *Swordfish II* used to be Dooan's ship, and Spike took it over for him. And by the way, the "II" placed on the end of the name doesn't mean "second generation." Mecha designer Kimitoshi Yamane was a fan of the real-life English bi-wing fighter aircraft the "Fairy Swordfish" ("36"), so the name followed from that.

"Spike...I know you can do it, boy."



33 When Spike hears Dooan's advice, he replies, "Like I said before, I'm not the delicate, cautious type." Dooan says, "Spike...I know you can do it, boy." Even being tossed around, Spike seems to enjoy himself in his ship.

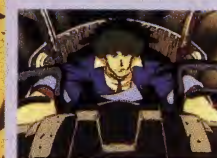


## SESSION# 19



34 Dooan questions Miles, who's sitting in the driver's seat. But he likes Miles' spirit. "Heh heh heh. Let's go!" "Alright!" Miles gets excited as they take off for space. "I'm flying. And I thought I was afraid to fly!"

"There's still time to change your mind and leave, Miles." "Negative. Blue Socks fans never leave the game early!"



35 Just as the *Swordfish II* loses control, Dooan arrives. "This is your last chance!" As if answering Dooan's expectations, Spike guides the *Swordfish II* neatly into the shuttle's cargo bay. "Phew. Dooan, you saved my ass."



"Oh well, whatever happens, happens..."

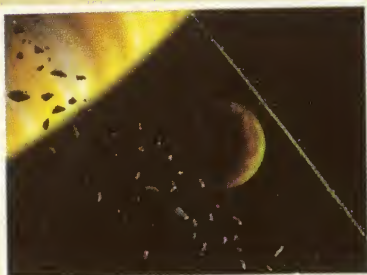


36 But Dooan looks glum. "Not yet. Most of the heat-resistant tiles have peeled off. The temperature is rising." The space shuttle crash-lands on Earth, a lot worse for wear.



SEE YOU SPACE COWBOY...





# COWBOY REPORT PART I PLANET GUIDE

Check out the data on the planets that appear in Bebop!

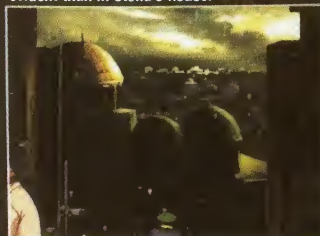
## MERCURY

- Appears in Sessions: —
- Population: —
- Races: —
- Famous places/products: None
- Travel time from earth: 15 - 28 hours  
(Using the phase space gates)

- Planetary Features:  
Mercury, the closest planet to the Sun, cannot be terraformed. On the planet resides observation stations and their staff members. Mercury doesn't appear in Bebop.



On Venus, the gap between the rich and the poor is rather wide. Nowhere is this more evident than in Stella's house.



The streets have a very exotic atmosphere, creating an aura of fantasy.

## VENUS

- Appears in Sessions: "Waltz For Venus"
- Population: 500 million
- Races: 70% Arab and African descent
- Famous places/products: Giant floating plants
- Travel time from Earth: 7 - 13 hours  
(Using the phase space gates)
- Planetary features:  
Habitable, largely due to oxygen producing plants floating in the sky. "The cities have a Middle Eastern image like a modern Kuwait. There are actually some amazing buildings built in that area. Strange, pointed high-rises are built right next to old temples. As such, the probability of one's eyes being afflicted by the snow of spores - like Stella's - is less than 0.1%. There are buildings on top of the plants as well." (Cultural/Setting Producer Satoshi Toba)

## THE EARTH

- Appears in Sessions: "Jamming With Edward"  
"Speak Like a Child"  
"Wild Horses"  
"Hard Luck Woman," etc.
- Population: 200 million
- Major Races: Unknown
- Famous places/products: Falling meteorites
- Travel time from Earth: —

(Using the phase space gates)

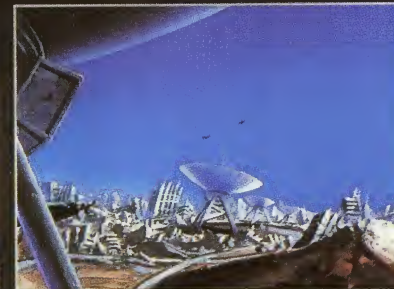
- Planetary features:  
The Earth sustained devastating amounts of damage from the phase space gate accident, leading many of its inhabitants to flee to other planets. Since the surface is constantly bombarded by meteorites, the majority of the people live hidden underground. A small amount of folks still make their homes on the surface, though. Because many areas were basically abandoned, the economic conditions of Earth are bad, and much of the planet lies in complete ruins.

Because of the gate accident, a large part of the moon has been destroyed (See Sessions 6 and 24). Even now, decades later, pieces are still slowly falling to Earth.

"Earth gives the impression of ghost towns sinking into craters, and ruins in the middle of the water. The city on Earth that Jet walked through in Session 9 wasn't a particularly isolated area, but it gives an impression of what the entire place is like. Completely devastated." (Cultural/Setting Producer Satoshi Toba)



The subway exit to the surface that Jet used to enter the underground city in Session 9. You can see the complete devastation.



Radar dishes on the surface. There's an abundance of them used to observe falling meteors and communicate with artificial satellites.



Fragments of the moon float above the Earth like a ring and constantly fall to the surface.



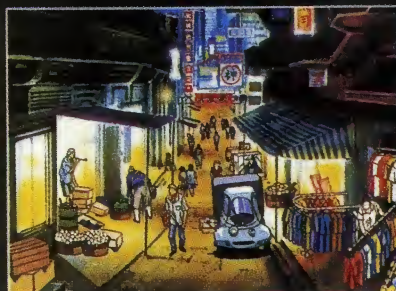
There are others who also have work places on the surface of the Earth, like Doohan in Session 19. And, of course, there is Ed, who collected junk on the surface.



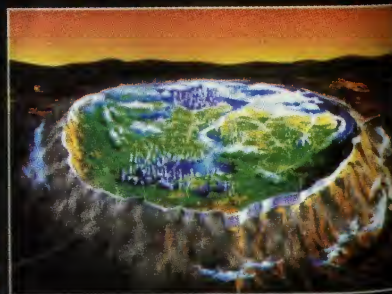
# MARS

- Appears in Sessions: "Stray Dog Strut"  
"Ballad of Fallen Angels"  
"Sympathy for the Devil"  
"Speak Like a Child"  
"Pierrot Le Fou"  
"Cowboy Funk"  
"Boogie Woogie Feng Shui"  
"Brain Scratch," etc.
- Population: 300 million
- Races: 50% Chinese, others include Indian and other Asian races, and Russian
- Famous places/products: Chinatown
- Travel time from Earth: 13 - 24 hours  
(Using the phase space gates)

**Planetary features:**  
As the most developed planet in the solar system, it is the main setting for Bebop. Mars is also where Spike was born. With great majestic canyons and other magnificent natural features, it is a hot spot for environmental tourism. "There are many Hong Kong-like images on Mars, and it is also the scene of Spike's flashbacks in Session 1, because Spike was born on Mars. There are also places that give the impression of Europe or old New York. This isn't segregated between the individual cities, but rather each city feels like a jumble of cultures. Just like in one city, the main center and the outlying areas can have completely different atmospheres." (Cultural/Setting Producer Satoshi Toba)



The jumble of streets are reminiscent of Hong Kong. There are shops everywhere, owned by the likes of the video maniac from Session 18 and other characters.



A domed city that lies in a crater. People live inside the air curtain that surrounds it.



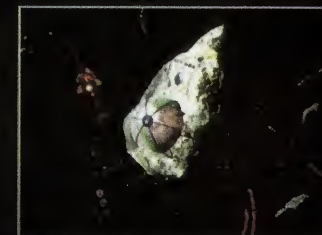
Mars has a lot of modern high-rise buildings. The luxurious opera house that appeared in Session 5 was on Mars.



The place where the *Bebop* often docks. The water is surprisingly beautiful, and Spike has even fished there once or twice.

# ASTEROID BELT

- Appears in Sessions: "Asteroid Blues" "Heavy Metal Queen" "Bohemian Rhapsody," etc.
- Population: 80 million
- Races: Asian, Latin, European, others
- Famous places/products: Casinos, Hotels, etc.
- Travel time from Earth: 2 - 8 days  
(Using the phase space gates)
- A region between Mars and Jupiter.  
It is a free-trade area, crowded with all manner and type of asteroids. "Tijuana is a chief producer of dairy products. It seems the beef is tasty there, too."  
(Cultural/Setting Producer Satoshi Toba)



The interior of the asteroid Tijuana (appeared in Session 1) has been excavated. One of its famous products is "Tijuana beef."

# JUPITER

## CALLISTO

- Appears in Sessions: "Jupiter Jazz"
- Population: Same as Io
- Races: Same as Io
- Famous places/products: Alcohol
- Travel time from Earth: Same as Io  
(Using the phase space gates)
- Features:  
Because of a lingering depression, the entire satellite has lost its vitality. The building where Vicious and Gren met up in Session 13 is one of many where construction has been halted.

## GANYMEDE

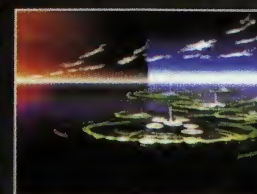
- Appears in Sessions: "Gateway Shuffle"  
"Ganymede Rhapsody"  
"Black Dog Serenade"
- Population: Same as Io
- Races: Same as Io
- Famous places/products: Sea Rat, Oceans
- Travel time from Earth: Same as Io  
(Using the phase space gates)
- Features:  
A satellite of water. The city streets in Session 6 were modeled after the Tohoku district (on the coast of Japan).

## IO

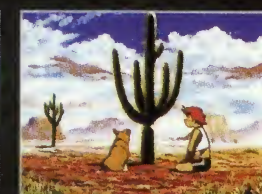
- Appears in Sessions: "Mushroom Samba"
- Population: 150 million
- Races: European
- Famous places/products: Produce
- Travel time from Earth: 2 - 3 days  
(Using the phase space gates)
- Features:  
Blue skies, vast plains, reddish-brown earth, indigenous cacti. Io was modeled after dry areas like Mexico and Texas.



A frozen landscape where snow constantly falls. There are many buildings, but most are only half built.



With the majority of its surface covered by seas, aquafarming of sea rats was once a thriving industry.



As Ed and Ein discover, there's not much on Io but reddish-brown plains and cacti.



# SATURN

- Appears in Sessions: "Jupiter Jazz"
- Population: 30 million
- Races: Unknown
- Famous places/products: None
- Travel time from Earth: 4 - 7 days  
(Using the phase space gates)

● **Features:**  
Saturn itself is uninhabitable. Only its satellite Titan can support life. The "Titan War" that is shown in Sessions 12 and 13 was fought between the commonwealth of the satellites of Saturn and people from other planets. The serious deterioration of economic conditions on Callisto also contributed to the cause of war.



Titan is a sprawling desert, and not many people live here. The area is under constant civil strife.

# URANUS

# NEPTUNE

# PLUTO

- Appears in Sessions: —
- Population: —
- Races: Unknown
- Famous places/products: None
- Travel time from Earth: Uranus: About 2 weeks  
(Using the phase space gates) Neptune: About 3 weeks  
Pluto: About 1 month

● **Planetary features:**  
Uranus and Neptune have no residents, only observatories. Pluto however has both prisons and observatories, and most of its population is incarcerated. In Session 16, Udai was being transported to Pluto.

## COMMENTS

The balance of the planets' atmospheres and various races were mostly director Watanabe's ideas. But they also took into account the various tastes of the others who collaborated on the work, such as Shoji Kawamori, Dai Satou, and set designer Isamu Imakake. The atmospheres of the planets were decided early on, but the races weren't so rigidly set up at the outset. However, director Watanabe desired to have various races appear.

"In the entire series, Mars is the most common setting. The other planets were unexpectedly difficult to use. Each of the planets has distinct features to take into account. For example, if we wanted to have a dramatic scene on a rooftop, we couldn't use Venus. And so, eventually, we ended up normally falling back to Mars." (Cultural/Setting Producer Satoshi Toba)



# COWBOY BEBOP REPORT PART II CHARACTER FILE

Major characters appearing in Sessions 1 - 19 are all here!

## Guest Characters

### Laughing Bull



"May he be blessed by Wakan Tanka." (#1)



"A pitiful soul that could not believe in the Great Spirit." (#13)  
A Native American fortuneteller, or shaman. Appears in Session 1. A man who looks the same appears in the beginning of Session 12 and in the last scene of Session 13, but it's unclear if it's the same person.

### Julia

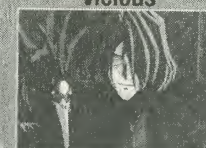


"Women are all liars." (#13)

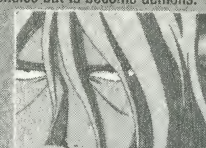


The woman who holds the key to the conflict between Spike and Vicious. Spike hasn't seen her since she disappeared three years ago. Appears in Session 5 and 13 only in flashback scenes.

### Vicious



"Angels cast from Heaven have no choice but to become demons." (#5)



"There's nothing to believe. Nor any need to believe." (#13)  
An executive of the "Red Dragon" syndicate. Vicious bears an intense hatred for Spike. Appears in Sessions 5, 12, 13, 25, and 26.

### Antonio, Carlos, Jobim



"VT! Yer name is..."  
"I think Adrian is nice." (#7)

Three bumbling old coots. They randomly appear in Sessions 1, 3, 7, 14, and 17, among others. They're series editor and screenwriter Keiko Nobumoto's favorite characters.

### Punch & Judy



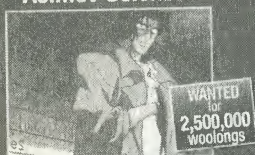
"Oh, he's so dreamy!"  
"Then I'm even more dreamy, right?"  
"That's not funny, Punch." (#12)

The hosts of the information program for bounty hunters, "BIG SHOT." Appear in Sessions 2, 3, 9, 12, 14, 17, 21, and 23. And an unexpected appearance in Session 25...



Session#1

Asimov Solensan



"Ya got any Bloody Mary?"  
Had a bounty on his head for stealing the illegal drug "Bloody Eye" from his syndicate.

Katrina



"Adios, cowboy."  
The woman who fled with Asimov. When they got caught, she died together with Asimov.

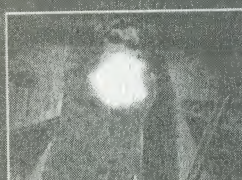
Bartender



"Unfortunately, we're out of tomato juice."  
In actuality, he's a drug dealer. In the middle of a deal with Asimov, his bar is raided and he's shot.

Session#1

Mafia Pursuers 1,2,3



Sent by the syndicate to kill Asimov, who stole their Bloody Eye. Without a care for the innocent people around, they completely shoot up the entire bar, killing the barkeep in the process. They were all subsequently beaten up by Asimov, who had just used the Bloody Eye on himself.



Session#1

Mafia Pursuers 4,5

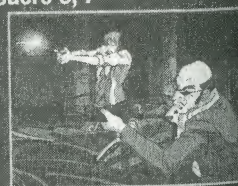


"Shit, that damn Asimov got away!"  
Two guys that were a step too far behind in getting to the bar. They got caught by Jet, who happened to be in a really bad mood!

Mafia Pursuers 6, 7



When they found Asimov fighting with Spike, they opened fire from their car. Their car was overturned by Jet's Hammerhead, and they were caught all in one swoop.



Session#2

Man whose mono-machine is stolen



Katrina threatened him and took his chopper. Too bad for the guy that it ended up getting wrecked.

Abdul Hakim



"It's on me."  
A pet thief who stole Ein. More or less a dimwit.

The Lab Men



"Hakim's around here, right?"  
"Seems that way."  
The shady men who secretly developed Ein. The man on the left has a habit of saying, "Seems that way."

Session#2

Pursuers in White Lab Coats



"You can't escape."  
They burst into the toilet Hakim was using, but they get beaten to a pulp. They're certainly not friendly looking.

The Owner of Animal Treasures



"You could eat it..."  
The old lady from the pet store Ein was brought to. Isn't the turtle just adorable?

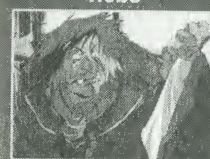
Purse Snatcher



"Now for the loot, the loot."  
He stole the case that Ein was in. Turns out he was working at the pet store.

Session#2

Hobo



"Aren't ya gonna say anything?"  
He and the purse-snatcher cross paths with Hakim. Later, he works at the pet store to pay off the damage he caused.

Fortune Teller



"My little Peeko will answer anything."  
He did a fortune reading for Hakim (who didn't ask for it). Hakim ran off without paying.

The "Doctor"



"Sock him one for me."  
The doctor who gave information to Spike. He re-appears in Session 25.

Session#2

Guy from the Martial Arts Store



"Ah, you know that?!"  
A bit surly at first, but he softened up when he realized Spike recognized his style of nunchucks.

The Fishing Children



"It... It's 4:00."  
These poor kids hook something in the water they should've thrown back... a very ticked-off Hakim.

Newlyweds



"Are you happy?" "Yes, very."  
They had their honeymoon car stolen by Hakim. As if that weren't bad enough, Hakim socked the groom.

Director Watanabe Talks: The Stories Behind the Characters

• Antonio, Carlos, Jobim

Antonio and his friends were written by Keiko Nobumoto. At first, they were just referred to as "Old guys 1, 2, and 3" in the scenarios. But since they were going to appear many times, they needed names, so scriptwriter Michiko Yokote gave them names for the 7th episode. But since they are called by their names only once, it's not certain if these are their real names or not. Their looks were inspired from genteel-looking old men in picture books from Mexico and El Salvador.

• Punch and Judy

These characters have no model for their appearance. They're just done in the style of common TV hosts. In the case of such characters, there is a certain freedom in choosing their race and such, but not much freedom in regard to overall appearance. In some cases, characters are pretty finely defined, as with characters that have a specific origin, such as Hakim.



Session#2

Priest



"What are you doing?!"  
He yelled a few words at Hakim as he stole some newlyweds' car. Speaks with a broken accent.

People Playing Shogi



"Hey, hey..."  
First Hakim, then Spike jumps over their shogi board, baffling the players.

Session#3

Gordon



"The legendary female gambler, Poker Alice, huh?"  
Manager of a casino satellite. Used Faye's debt against her to make her do his bidding.

Session#3

Gordon's Underlings



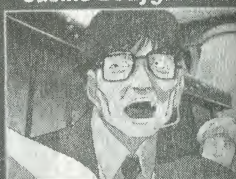
Gordon ordered them to go after Faye. They had a shootout with her in the Chinese herbal shop.

Casino Bodyguard 1



"Come with me to the office, please."  
When Spike caused a scene, the bodyguard tried to grab him, but got tossed around instead.

Casino Bodyguard 2



Also receives a good beating trying to capture Spike.

Session#3

Gordon's Aide 1



"We haven't found that woman yet."  
Works for Gordon. He speaks to his boss in a very respectful manner.

Gordon's Aide 2



"Someone who specifies cash is rare nowadays..."  
Tried to off Spike in the middle of their deal, but was killed when Spike returned fire.

Gordon's Aide 3



"Yessir."  
An executive who serves loyally at Gordon's side. Carries out his orders faithfully.

Session#3

Old Guy From the Chinese Herbal Shop



"I welcome all."  
Owner of the herbal shop Faye visited. Converses with Faye in four-character idioms.

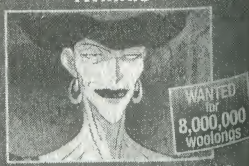
The Man Spike Was Mistaken For



Faye thought this guy was Spike at first. Later, he was killed by Gordon.

Session#4

Twinkle



"I wonder which of us will receive the wrath of God?"  
A woman who leads the environmental group known as the "Space Warriors".

Session#4

The Space Warriors



"And, what about Mamma?"  
They call Twinkle "Mamma." It is never made clear if they are really her children.

Harrison



"Mamma..."  
For blowing their cover, Twinkle used the virus to turn him into a monkey.

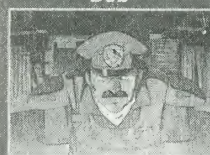
Morgan



"I don't remember ordering a circus."  
A bounty. When he said these words to Twinkle, he was instantly shot and killed.

Session#4

Bob



"I gotcha. I gotcha..."  
A comrade of Jet's from his police days. Seems he was fond of stealing "eye drops."

Dying Man



"Take this to the ISSP..."  
Infiltrated the "Space Warriors" under the name "Gould."

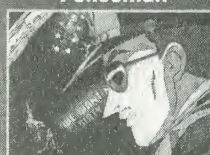
Ganymede Government Chief



"We're actively investigating it, and we'll see what we can do..."  
Negotiated with Twinkle over the hunting ban of the sea rat. A total bureaucrat.

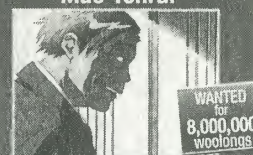
Session#4

Policeman



"Trr...they're factless."  
While tracking Twinkle, he sees bright neon signs with environmental messages on them.

Mao Yenrai



"It's not poisoned, so don't worry."  
A Red Dragon executive who was once Spike's teacher.

Carlos



"I never thought I would be having dinner with a Red Dragon executive."  
An executive from a rival syndicate. Vicious killed him along with Mao.

Session#5

Anastasia



"You died three years ago."  
An old friend of Mao's, she's known Spike for a long time. People usually call her "Annie."

Vicious's Underling 1



"We've been waiting for you."  
Greeted Faye when she came to the opera house with a courteous, though devilish, manner.

Vicious's Underling 2

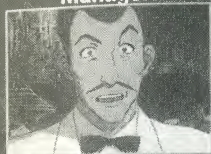


"Throw down your gun."  
Faced Spike with Faye as his shield. Spike expertly shot him between the eyes.



Session#5

Opera House Floor Manager

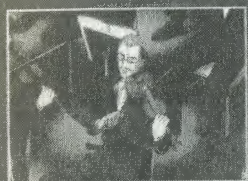


"Mao, Yenrai..."

Greeted Faye at the door. Seemed to know a lot about Vicious and his gang.

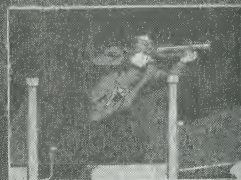
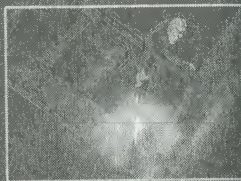
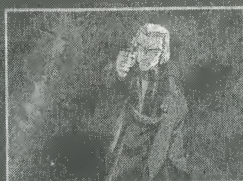
Session#5

Violinist



The man who gave Jet information about Mao. Later performed at the opera house.

Vicious's Underlings 3, 4, 5, 6



The hotshot hitmen of the Red Dragons. Vicious brought them along to the chapel where he was to face Spike. They lay in wait there when a fierce gun battle broke out with Spike. Each of them favored a different firearm. The man on the top right used a mid-sized sub machine gun, the man on the top left used a pistol, the man on the bottom right used a grenade launcher, and the man on the bottom left used two pistols! When that last man and Spike both hit each other, he scored a direct hit to Spike's stomach. They all fell victim to Spike's guns and hand grenades.

Session#5

Opera Singer



Sang "Ave Maria" at the opera house. His face is never seen.

Shoplifting Boys



"What're ya doin'?"

Punks who stole dirty magazines from Annie's shop, but got caught by Spike moments later.

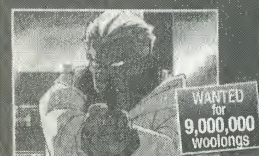
Wen



"Kids should stay out of this." Looks like a young man, but is actually over 60 years old. Immortal.

Session#6

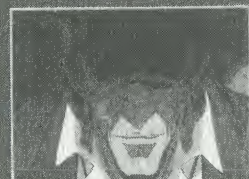
Giraffe



"Give him back!"

Went after Wen to get his partner Zebra back. Lost his life in Wen's counterattack.

Zebra



Wen used him as his "father." Injured to the point where he can't move on his own.

Fatty River



"You're going after Giraffe, too?" A bounty hunter Jet doesn't trust. Sure loves his cake, though.

Session#7

VT



"Is that scum of a bounty hunter there?"

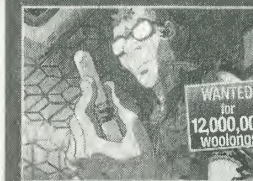
A high-spirited female trucker. Her real name is Victoria Terpsicheday.

Zeroes



VT's pet cat. Very clever. Seems to like Spike.

Decker



A bounty who is rather knowledgeable about explosives. His distinguishing feature was a dragon tattoo on his arm.

Session#7

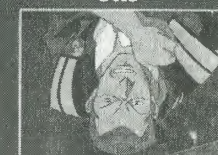
Eel Guy



"Yakkun the eight-eyed eel."

Faye mistook him for Decker. Goes to show that you can't judge a guy by his looks.

Otto



"I'm off to Europa now!"

A fellow trucker friend of VT's who speaks in a Hiroshima dialect. Intent on winning VT's name-guessing game.

Love Machine



"What's up?"

Some guy you were after get away?" The first trucker to respond to VT's request for information on Decker.

Session#7

Sneaky Snake



"Did ya say it had a painting of a hyottoko?"

Responds to VT's request for information on Decker. Looks Chinese.

Spider Mike



"This is the black panther of Jupiter, Spider Mike."

Responds to VT's request for information on Decker. Wears a perpetual scowl.

Master of Mack's Diner



"They're all bounty hunters."

The owner of a shop VT frequents. Grimaces at the crowd of bounty hunters.

Director Watanabe Talks: The Stories Behind the Characters

• Asimov & Katrina

Asimov's appearance was modeled after Antonio Banderas, and Katrina's after Salma Hayek from the film *Desperado*, of course. Antonio Banderas and Salma Hayek are the leading man and woman of the movie *Desperado*. The director was Robert Rodriguez. Rodriguez made it as a sequel of sorts to the extremely low-budget but popular film *El Mariachi*.

• The owner of "Animal Treasures"

The turtle riding on her head...I was the one who proposed that. And well, I guess it's for good luck.

• "Doctor"

He appears in Session 2 and then again in Session 25. Incidentally, he isn't a licensed doctor. His specialty is treating people who are in situations where they can't go to a hospital or the police.



Session#7

Muriel



"What? I just told you."  
One of the workers at Mack's Diner. Her low-watt comments get on Spike's nerves.

Memphis Brothers



"We'll remember this!"  
Have a brawl with Spike, which they lose badly. They only show up once in the show.

Bounty Hunters 1



"I was the one who bagged Terpscheday!"

Session#7

Bounty Hunters 2



"Hmm?"  
The crowd at Mack's Diner. They are all after Decker.

Roco Bonnarro



"I'm Roco Bonnarro. Nice to meet you, Master!"  
Ran off with Grey Ash to cure his sister.

Stella Bonnarro



"You're different, I can tell."  
Roco's sister, who believes in her brother with all her heart. Because of Venus sickness, she is left blind.

Session#8

Piccaro Carvine



"You've got a little sister, right?"  
Mafia boss. Hunting down Roco for stealing his syndicate's source of money. Would you believe he's 20th generation?

Piccaro's Underlings



"Where did he go?"  
On Piccaro's orders, they go after Roco. They happen to come across him purely by chance.

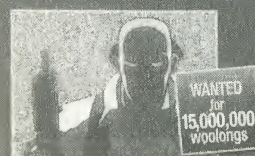
Stewardesses



The stewardesses on the shuttle that Huey and the others hijacked.

Session#8

Huey, Dewey, Louie



"Quiet, gentlemen."



"Anyone who makes a fuss gets it."



"Don't sleep!"

The group of three that hijacked a shuttle bound for Venus. From right to left: Huey, Dewey, Louie. Louie was apparently the leader. All three were apprehended: Louie and Huey by Spike, and Dewey by Faye.

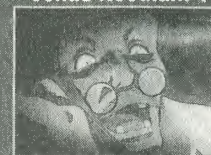
Session#8

Rich Man



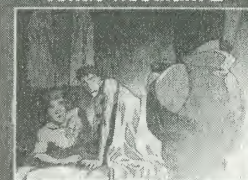
"If you want money, I'll give it to you. Just don't kill me."  
A passenger onboard the shuttle. Actually, he had a hidden secret.

Venus Hoodlum 1



"I remember..."  
He was gutsy at first, but when Faye pointed her gun at him, his courage instantly melted away.

Venus Hoodlum 2



A couple Faye burst in on at the wrong moment.

Session#8

Airport Worker



"Ho... Hold it, you!"  
Had an argument with Roco about a delivery. Roco got pissed and grabbed him by his necktie.

MPU



"There's no one here. Always, alone."  
A satellite AI that has a hobby of creating doodles on the Earth's surface with lasers. Ed gave it its name.

TV Host and Yuri Kellerman



"It's a government cover-up."  
Paranormal researcher whose name comes from real-life psychic Yuri Geller. Sounds just like Peter Lorre.

Session#9

Newscaster and Amjad



"Now, about this incident..."  
These two report on the land drawings on Earth. Amjad is an expert analyst.

Newscaster



"This incident has surprising ramifications..."  
Appears on the program reporting on what "MPU" really is. A beautiful woman.

Policeman 1



"But no one's in it!"  
He blurted this out when the patrol ship they found had been hacked by Ed from a distance.

Director Watanabe Talks: The Stories Behind the Characters

• The truckers

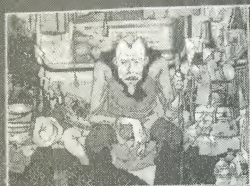
Otto, who appears in "Heavy Metal Queen," was modeled after Bunta Suguhara, from the *Truck Yarou* (Trucker Guys) series. The names of the other truckers (Love Machine, Sneaky Snake, Spider Mike) were taken from the movie *Convoy*. In the scene where they are sending communications, only their names come out. I loved those two movies, *Truck Yarou* and *Convoy*, when I was a child. And by the way, the line VT says, "Breaker One-Nine," also comes from *Convoy*.

The *Truck Yarou* series consists of ten films produced between '75-'79, with Suzuki Noribumi directing and Bunta Suguhara starring. On the other hand, *Convoy* is a '78 American film, directed by Sam Peckinpah, who directed the classic *The Wild Bunch*. It starred Kris Kristofferson, along with Ali MacGraw.

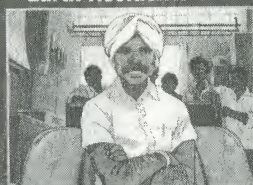


Session#9

Earth Residents 1-5



"That hacker is a child!"



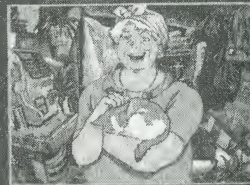
"She's a really beautiful, whimsical hacker."



"He's two meters tall, a giant!"



"He's an alien!"

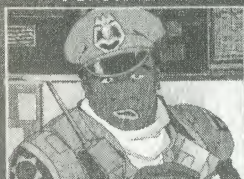


"I hear that hacker is gay."

The various people Jet encountered in his investigation of Ed. You can see that there are many races living on Earth. The black child on the bottom left sold Jet some souvenirs from Earth: "Piyoko." Most likely a street urchin.

Session#9

Policeman 2



Accepted the disc with "MPU" on it with a baffled look on his face.

Alisa



"That was so long ago... I'd already forgotten." Jet's former lover. Now she manages a small bar on Ganymede.

Rhint Celonius



"Alisa isn't here." He killed Loewe in order to protect Alisa, and now he's a wanted man.

Session#10

Loewe Renzo & His Gang



A loan shark who does some rather dirty business. He once lent money to Alisa.

Baker Panchorero



"Shaddap!" When he was tied up in the *Bebop*, he fell victim to a manic attack from Ed.

Donelley

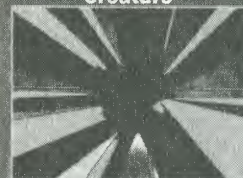


"Umm... Oh yeah, Alisa!" A fellow cop from Jet's days with the *Bebop*, he fell victim to a manic attack from Ed.

Session#10

Session#11

Mysterious Space Creature



Born from a refrigerator on the *Bebop* that hadn't been opened in a long time. Edible only to Ed.

Gren



"So you're Spike... Julia always talked about you." He's a hermaphrodite. Met Vicious on the battlefield.

Session#12, 13

Lin



"On my pride as a Red Dragon." Vicious's subordinate, who is very loyal. Was once Spike's "younger brother."

Session#12, 13

Hoodlum Leader



"There's nothing here." He preys on out-of-towners, attacking Spike, then Faye. Watch out for him.

Hoodlum



"Where's the money?" The leader's underling. Got socked by a very angry Spike.

Master



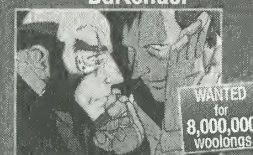
"She was a good woman." Owner of the bar "Rester House." Spoke of Julia.

Julius and Friends



"Wanna hang out with me tonight?" A group of three well-dressed drag queens. Julius likes Spike.

Bartender



"Actually, I have a bounty on my head too." The whole time Jet was at the bar, the bartender thought Jet was a fellow bounty.

Old Man From the Junk Yard



"I don't know any woman!" Took a rather brusque tone when Spike tried to question him. A ballsy old son of a bitch.

Session#12, 13

Callisto Residents



Cold, desolate Callisto. There aren't a lot of women, and the guys are usually hungry (for more than just food).

Wang Long, Pin Long, Suo Long



"A snake cannot eat a dragon." The topmost executives of the Red Dragons. From front to back: Wang Long, Pin Long, Suo Long.

Child



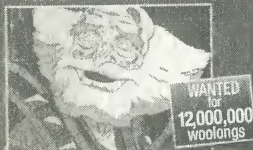
"The star fell, Bull." Appeared in the first and last scenes of these sessions. Talked with Laughing Bull.

Session#12, 13



Session#14

Chess Master Hex



"Would you guys mind being quiet?"  
A programmer involved in the development of the gates. He's a bit out of it these days.

Jonathan



"This whole world...is wrong!!"  
A bounty hunter on Hex's trail. In the last scene, he gave up, and was summarily reduced to ashes.

Gate Company Executive



"Bounty hunters should look for bounties."  
Fearing Hex's fury, he put an enormous bounty on his head.

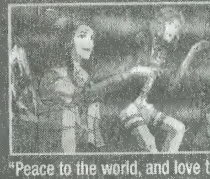
Session#14

Hobos



People who live as they please in the scrap yard. They seem to feel at home living with next to nothing.

Hippies



"Peace to the world, and love to my bank account."  
People who live as they please in the scrap yard. What are they smoking?

Session#14

Bounties 1, 2, 3

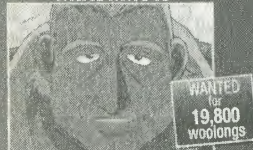


Three bounties wanted on charges related to the multiple attacks on the gates. But it turns out that they were merely hacking the gates as they were instructed to by the real mastermind. The face on the guy Spike beats up (leftmost) is rather peculiar, don't you think?



Session#15

Whitney Hagas Matsumoto



"I fell in love with you as you slept."  
Faye's (self-appointed) lawyer who aided her when she had lost her memories. Turns out he was not what he seemed.

Dr. Bacchus



"Does she look resuscitated to you?"  
The doctor who revived Faye. A relative of Whitney's.

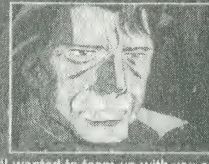
Manley



"Yes, she does, doctor."  
A nurse who assists Dr. Bacchus. Never smiles.

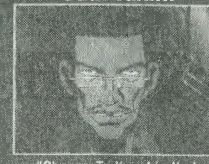
Session#16

Fad



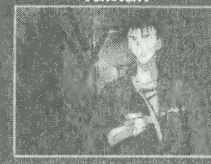
"I wanted to team up with you once again, Jet, like back in the old days."  
An ISSP detective who used to be Jet's partner.

Udai Taxim



"Cheers. To the ship that charmed the devil."  
A legendary assassin whose mere presence is frightening.

Talkan



"Wanna drink? It's Dom Perignon."  
One of the prisoners being transported on a prison ship bound for Pluto. Rather flippant personality.

Session#16

Dig



"I don't let anyone order me around."

Nero



"Don't get so hotheaded, Dig."

Elroy

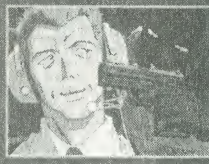


"I was a cop on Venus. Cops are only human, too."

Vicious criminals being transported on a prison ship. The one called Dig thought he was in charge; that is, until he fell victim to Udai's anger and was knifed. Nero was killed by Fad's ship when it crashed, and Elroy was blasted by Fad.

Session#16

Pilot



"You'll never pull this off."  
He was piloting the prisoner transport ship before the revolt. Shot in the back by Dig.

Domino Walker



"You crazy, boy?!"  
Illegal mushroom dealer. Doesn't seem right that he call anyone else crazy.

Shaft



"Don't recognize me?"  
Hunting down Domino to get revenge for his brother's death. Consumed by rage.

Session#17

Coffy



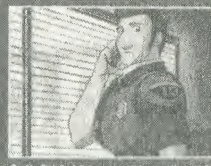
"Keep the change."  
A bounty hunter hot on Domino's trail. Smooth and cool, but stingy.

Watermelon Seller



"1,000 woolongs each, with tax, cash only."  
His truck is stolen by Shaft in the train chase. A shrewd seller, he only accepts cash.

Policeman 1



"Oh, Sally? I told you not to call me here."  
Suddenly forgets all about work when he gets a call from his wife, allowing Coffy the chance she needs to escape.



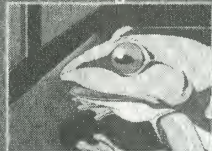
Session#17

Policeman 2



"You folks must really like shiitake mushrooms."  
Came to the *Bebop* to investigate illegal mushrooms. Just doing his job.

Frog



"This here is the stairway to Heaven."  
When Spike was tripping, his detached voice tells of rather bizarre things.

Cow



"Oh, it was nothing."  
Returned Ein's gratitude with kindness. No ordinary cow.

Session#18

Video Maniac



"Gaa...?!"  
A dealer in old electronics who makes a fuss over the Beta tape. He really needs to take a chill pill.

Faye's Classmates



Appeared on the video of young Faye. Giggled like the young girls they were.

Session#19

Doohan



"You either work on the machine or it works on you. Now make up your mind!"  
A stubborn old mechanic. Passed the *Swordfish II* on to Spike.

Session#19

Miles



"Blue Socks fans never leave the game early."  
Doohan's assistant. Spike asks him if people ever tell him he talks too much.

George & Harman



"Bounty hunter?"  
"Good girl, come to Papa."  
Members of the "Starship Pirates."  
The one on the left is Harman.

Ruth



"What a piece of crap."  
One of the Starship Pirates. He made this remark about the *Bebop*.  
Jet was none too pleased.

Director Watanabe Talks: The Stories Behind the Characters

•Piccaro Carvine

The name "Piccaro" means "rogue" in Italian. His appearance was modeled after "The Notorious B.I.G.," an American rapper.

•Whitney

The model for his appearance was George Clooney. The scriptwriter Keiko Nobumoto decided on this. Animation is great isn't it? You can write in whatever actor you want cheaply.

# Cowboy Bebop

## Session #16 ~ #19

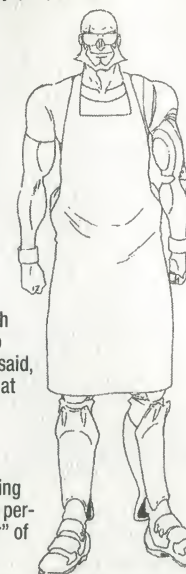
### Art File (Jet + Ein + Guest Characters)

In this volume, there are two stories featuring the pasts of *Bebop* crew members - the mystery of Jet's artificial left arm (#16), and the video Faye gets from her childhood self (#18). There's a story about bad mushrooms (#17) in which Ed continues having as good a time as she did in #11, "Toys in the Attic." And there's also a great story about how, in the midst of a hair-raising battle between the *Bebop* and space pirates unfolding in the Earth's gravitational sphere, an antique shuttle is glitteringly reborn (#19). Does the prize for best supporting actor go to the philosophical frog in #17?!

#### "Jet Black"

Age: 36 Blood type: A Constellation: The Serpent Bearer Birthplace: Unknown

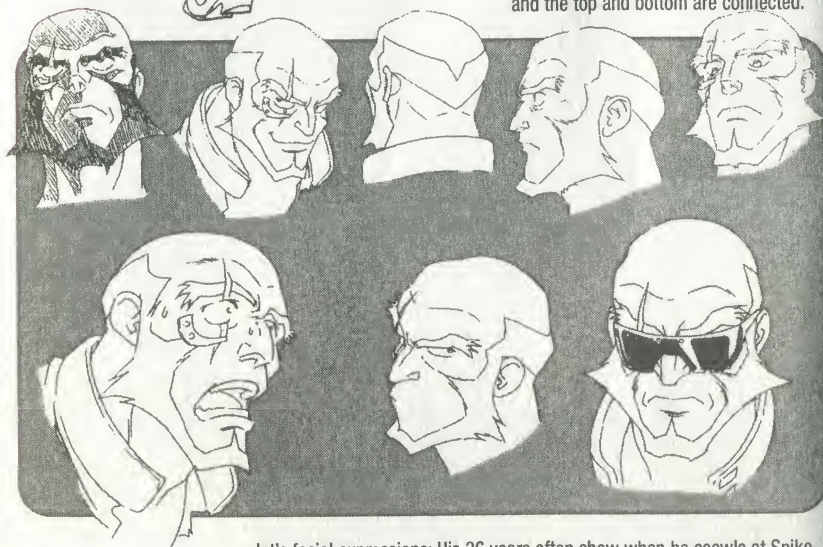
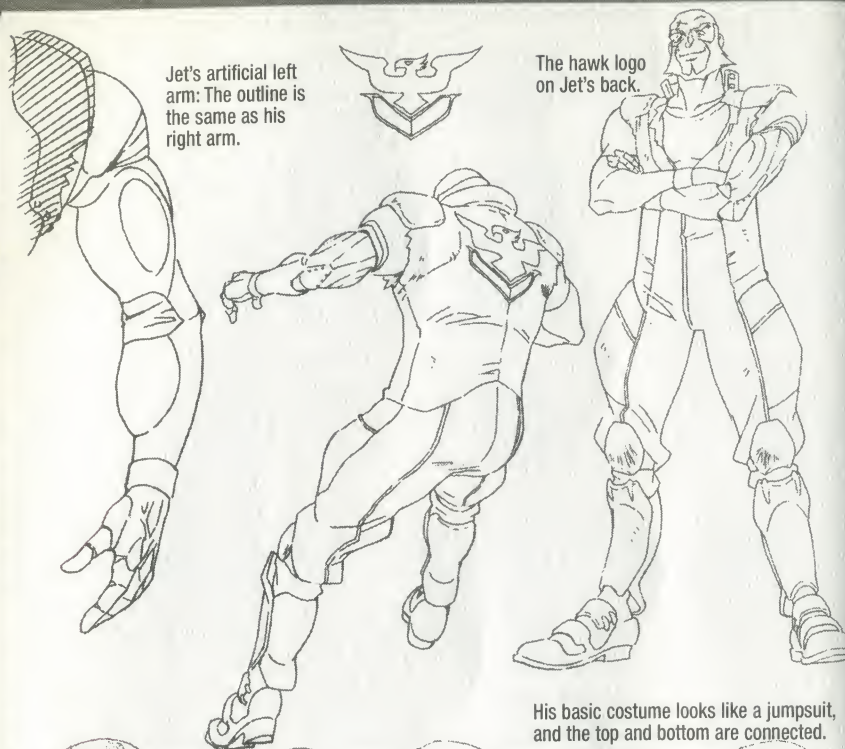
The owner of the *Bebop*. Occupation: Bounty hunter. Ex-cop in the ISSP. Once he sinks his teeth into something, he doesn't let go. Thus, during his days as a cop, he was nicknamed "Black Dog." His left arm is artificial. His favorite ship is the *Hammerhead*. He's been partners with Spike for three years and always watches his back. Jet's in charge of managing the ship, performing all of the cooking and housekeeping. As *Bebop*'s one and only voice of reason, he is also the only one who has any common sense. His favorite hobby is bonsai. Contrary to his appearance, he's a caring guy, and there are times when he single-handedly assumes responsibility for caring for Faye, Ed, and Ein.



Just as his rugged build might suggest, he's one tough cookie. From what Alisa, who lived with him long ago, has said, we might be led to believe that he acts as a father-figure towards women.

Jet in an apron, as he's cooking in the *Bebop*'s kitchen. To be perfectly frank, he's the "mother" of the *Bebop*.

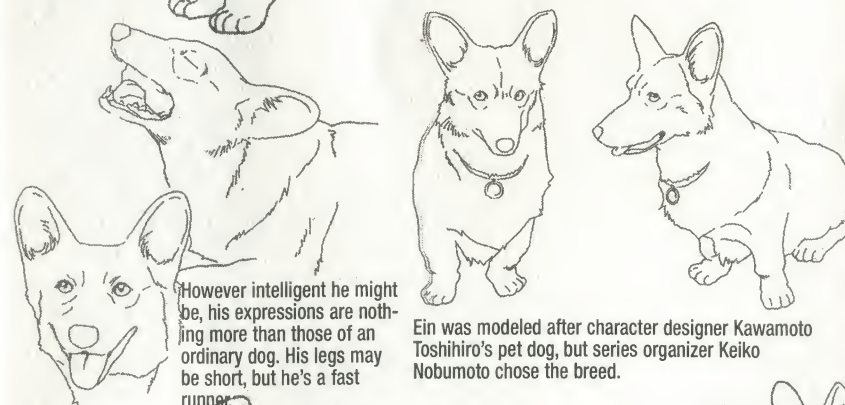
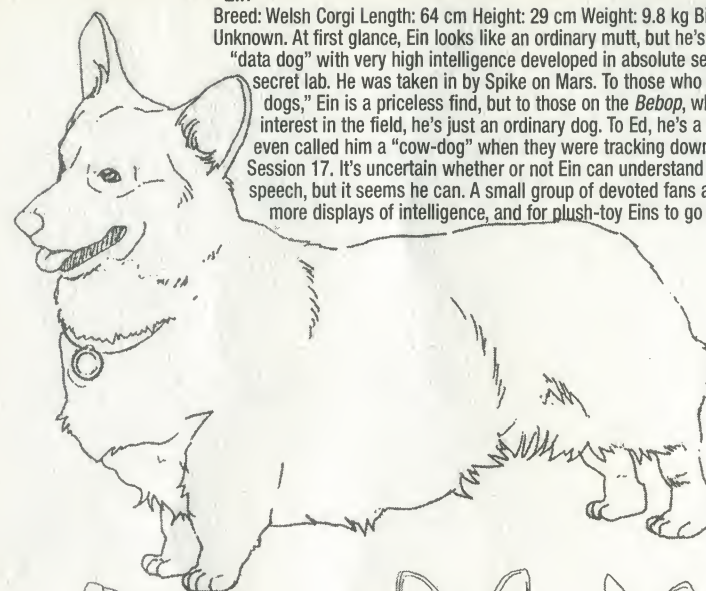




Jet's facial expressions: His 36 years often show when he scowls at Spike and Faye's immature behavior. Can you tell that Ed and Ein are easier for Jet to handle than Spike and Faye?

# "Ein"

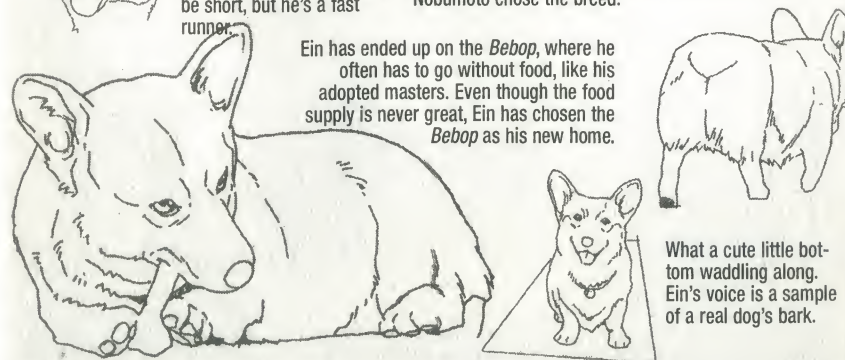
Breed: Welsh Corgi Length: 64 cm Height: 29 cm Weight: 9.8 kg Birthplace: Unknown. At first glance, Ein looks like an ordinary mutt, but he's actually a "data dog" with very high intelligence developed in absolute secrecy by a secret lab. He was taken in by Spike on Mars. To those who study "data dogs," Ein is a priceless find, but to those on the *Bebop*, who have no interest in the field, he's just an ordinary dog. To Ed, he's a toy, and she even called him a "cow-dog" when they were tracking down a bounty in Session 17. It's uncertain whether or not Ein can understand human speech, but it seems he can. A small group of devoted fans are waiting for more displays of intelligence, and for plush-toy Eins to go on sale.



However intelligent he might be, his expressions are nothing more than those of an ordinary dog. His legs may be short, but he's a fast runner.

Ein was modeled after character designer Kawamoto Toshihiro's pet dog, but series organizer Keiko Nobumoto chose the breed.

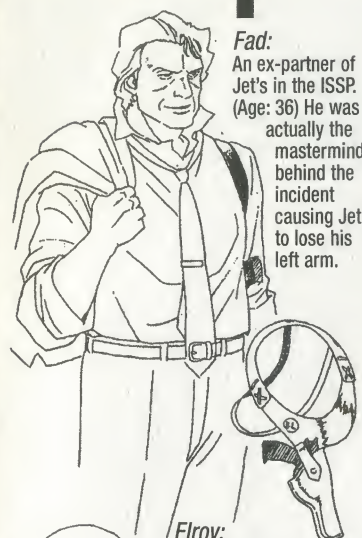
Ein has ended up on the *Bebop*, where he often has to go without food, like his adopted masters. Even though the food supply is never great, Ein has chosen the *Bebop* as his new home.



What a cute little bottom waddling along. Ein's voice is a sample of a real dog's bark.



# SESSION#16



**Fad:**  
An ex-partner of Jet's in the ISSP. (Age: 36) He was actually the mastermind behind the incident causing Jet to lose his left arm.



**Udai Taxim:**  
The main suspect in the incident in which Jet lost his arm. (Age: 34)  
The top assassin for a syndicate on Europa.



**Talkan:**  
Asian. The youngest of the group of prisoners. (Age: 26)

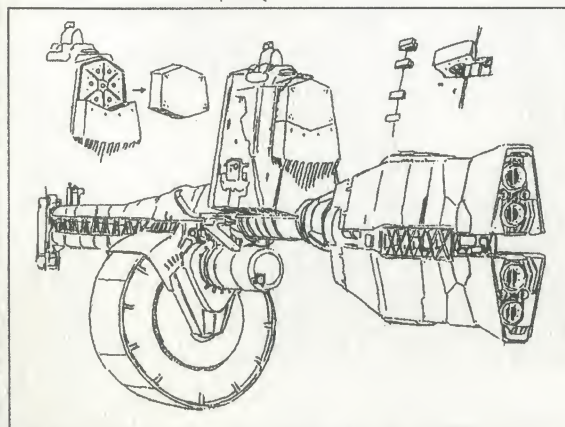


**Elroy:**  
A Caucasian prisoner. Was once a cop on Venus. (Age: 36)



**Dig:**  
The prisoner who led the hijacking. After he killed the pilot, Udai slices open his throat. (Age: 29)

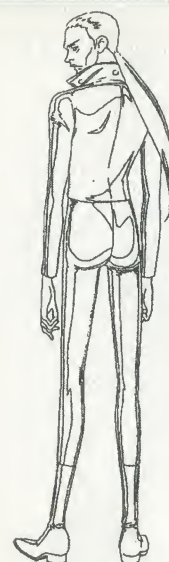
**Nero:**  
A black prisoner. (Age: 30)



A rear-view of the prisoner transport ship. The part pointing towards you is the engine. The bridge is in the heart of the vessel.



Faye in a bathrobe: She always appears in her robe whenever she complains to Jet that, "There's no hot water and the faucet fell off!"



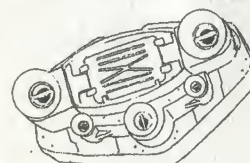
Fad 7 years ago (Age: 29)



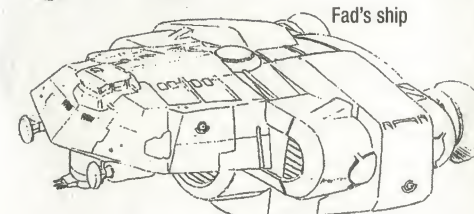
Udai 7 years ago



**Jet 7 years ago (Age: 29):**  
According to character designer Kawamoto, "The younger image is sharper and more clean-cut than his main design now."



Fad's ship from behind



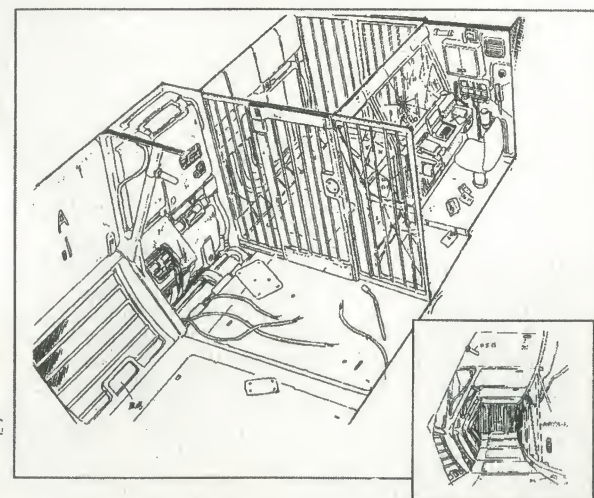
Fad's ship



A corrections officer on the transport ship: Killed by Udai.



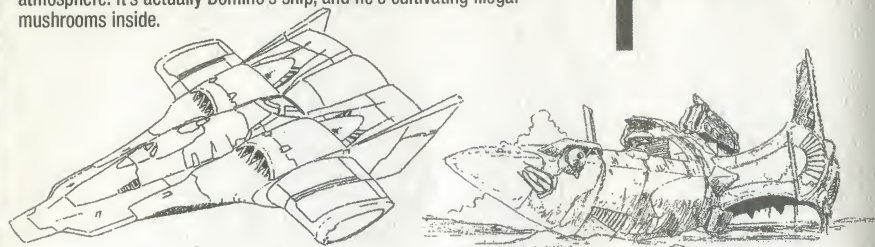
Transport ship Pilot:  
Gunned down by Dig.





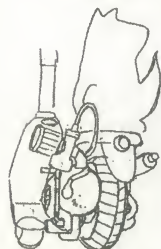
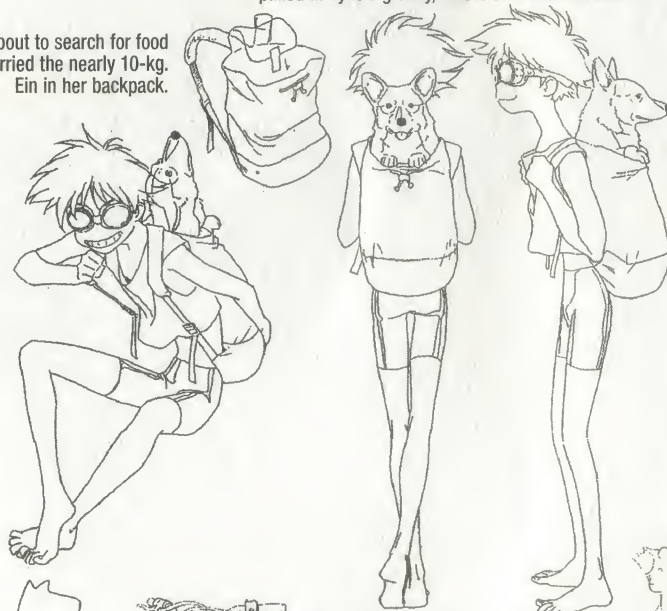
# SESSION#17

The ship that hit the *Bebop* and ran: As a shuttle, it can exit and re-enter the atmosphere. It's actually Domino's ship, and he's cultivating illegal mushrooms inside.

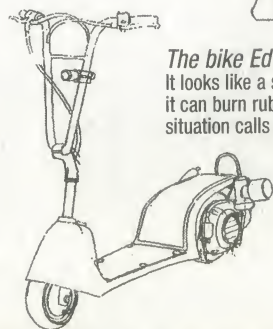


Out of gas and flying only under its own inertia, the *Bebop* was headed for Europa when it got hit by Domino's ship. Its trajectory was thrown off and it ended up getting pulled in by Io's gravity, where she crash-landed.

Ed and Ein about to search for food on Io. Ed carried the nearly 10-kg. Ein in her backpack.

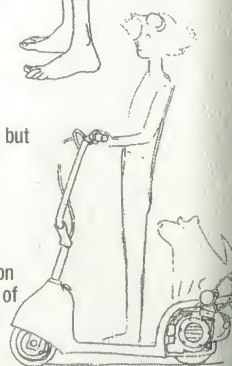


Ein's riding posture, shown from the back of the bike.



**The bike Ed rode:**  
It looks like a simple scooter, but it can burn rubber when the situation calls for it.

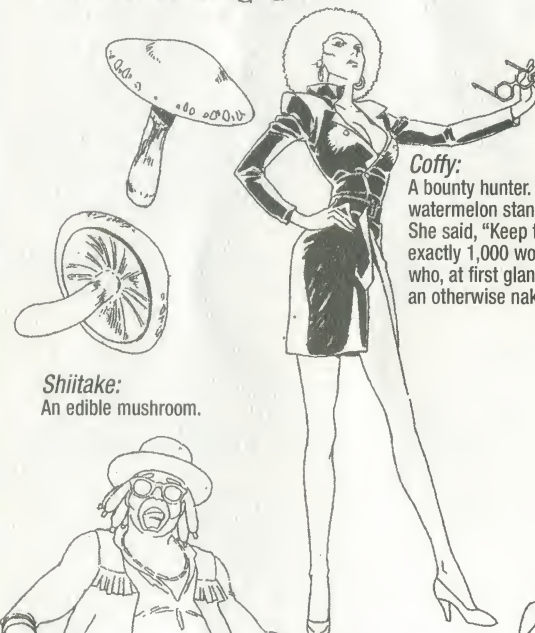
A comparison of the sizes of Ed, Ein, and the bike.



The watermelon seller's truck.



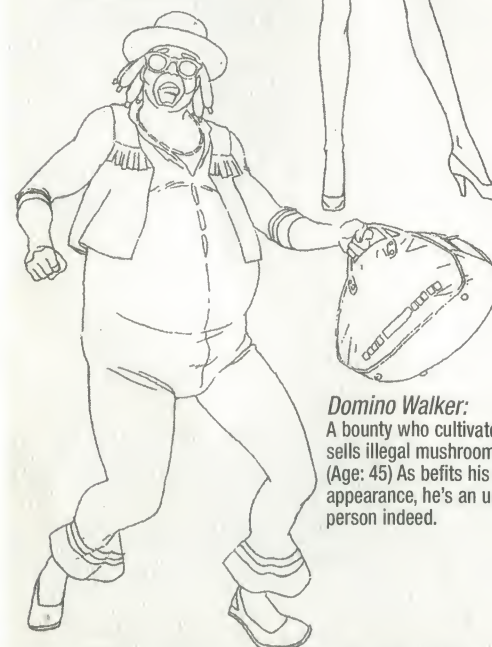
The old guy who peddled watermelons on the roadside in a desert on Io: He sells watermelon at 1,000 woolongs each, and only accepts cash. He hates people who use cards, and stresses to Ed that they're "Human trash."



**Coffy:**

A bounty hunter. (Age: 28) She pulled up to the watermelon stand in search of information on Domino. She said, "Keep the change," but the money she gave was exactly 1,000 woolongs... She's a sexy, beautiful woman who, at first glance, appears to be wearing only a coat over an otherwise naked body.

**Shiitake:**  
An edible mushroom.



**Domino Walker:**

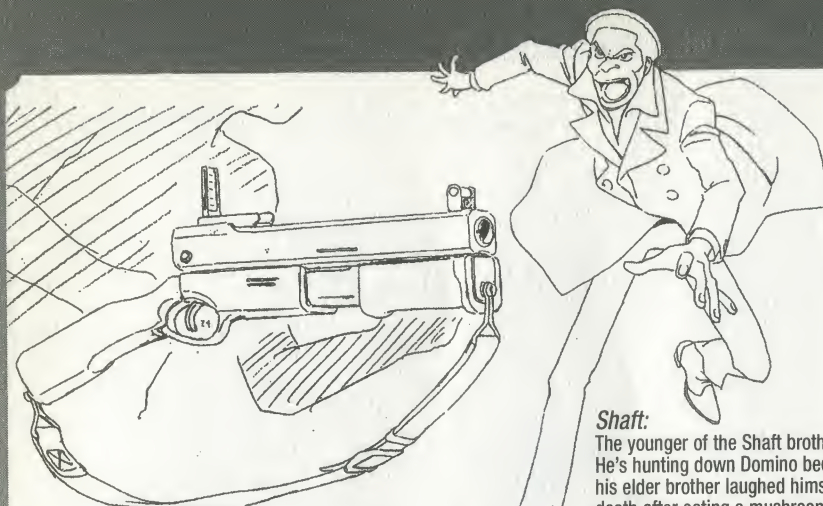
A bounty who cultivates and sells illegal mushrooms. (Age: 45) As befits his shady appearance, he's an unsavory person indeed.



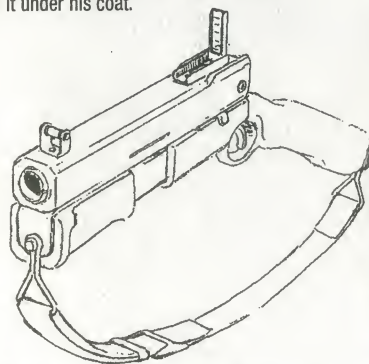
**Amanita:**

A mushroom that causes hallucinations.



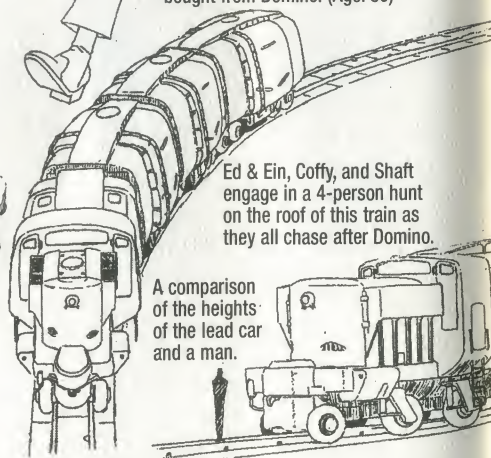


**Shaft's grenade launcher:**  
It's impossibly huge, but he still manages to hide it under his coat.



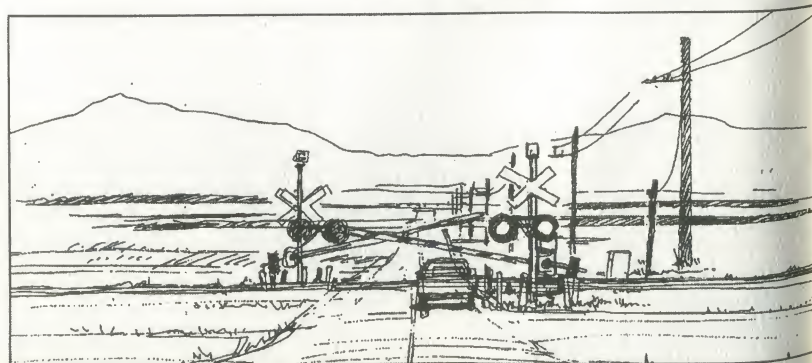
The gun is loaded by the barrel's pump action. It's a 4 + 1 shot.

**Shaft:**  
The younger of the Shaft brothers. He's hunting down Domino because his elder brother laughed himself to death after eating a mushroom he bought from Domino. (Age: 30)



Ed & Ein, Coffy, and Shaft engage in a 4-person hunt on the roof of this train as they all chase after Domino.

A comparison of the heights of the lead car and a man.

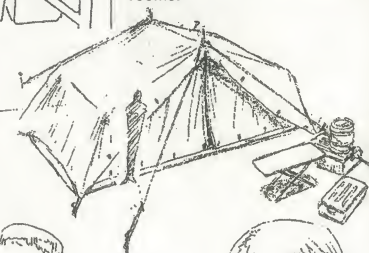


Domino and his pursuers bump into each other on opposite sides of this railroad crossing.



After eating (out of pure hunger) a mushroom that Ed left out, Spike tries to climb the endless stairway to Heaven, where he meets a talking frog. In the toilet, Faye swims on and on like a guppy, and Jet happily discusses the secrets of the universe with his bonsai. This is a view of Jet's room (from the exit), with the wall on one side covered with bonsai. Equipped with even a heat lamp, this room is almost exclusively set up for bonsai care.

The tent Jet put up when they crash landed on Io: When Spike, who still hadn't woken up from his trip, came staggering out of this tent, a cop was there, looking for Domino and his mushrooms.

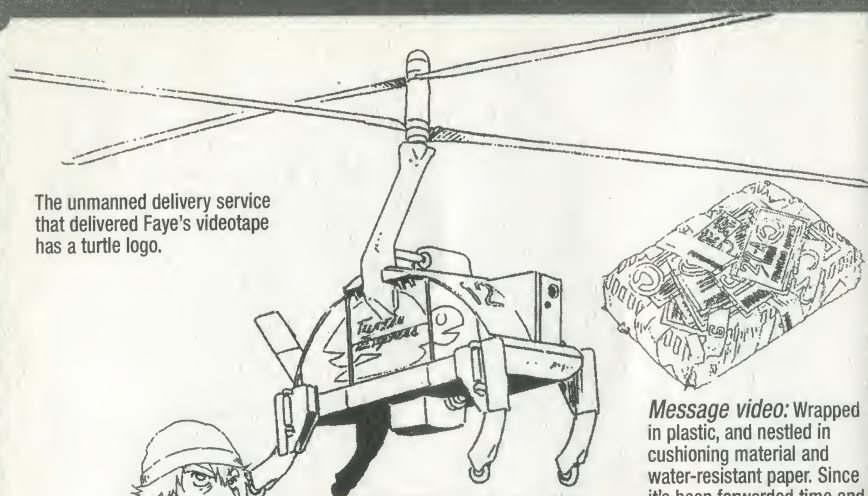


## SESSION#18



13-year-old Faye, who sent a video message to her future self.





The unmanned delivery service that delivered Faye's videotape has a turtle logo.

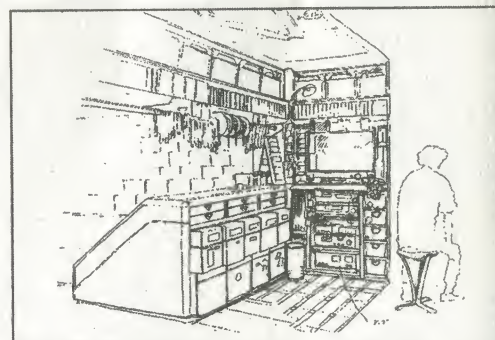


**Message video:** Wrapped in plastic, and nestled in cushioning material and water-resistant paper. Since it's been forwarded time and again, it's covered with forwarding stickers.

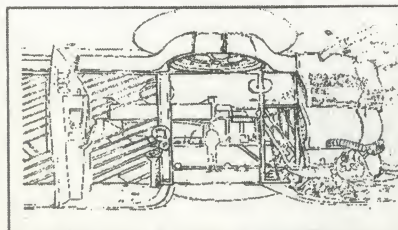


**Video maniac:**

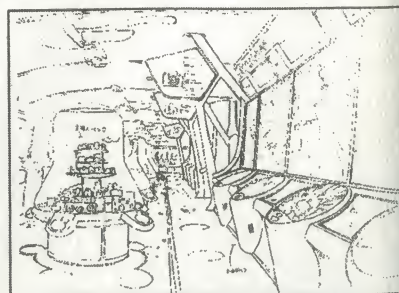
A guy who is really into 20th century video equipment. Has his own shop on an electronics street on Mars. He frets obsessively over the preservation of his videos. When Spike not only smoked inside the shop, but also broke one of his video decks, he nearly blew a gasket.



Inside the video maniac's shop: Crammed with video decks and packed with cords.



Entrance to the electronics museum: This museum has a collection of old electronics equipment, but without many visitors, it's fallen apart over the years.

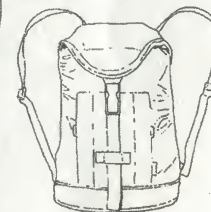


Interior of the electronics museum: Spike and Jet search here for a Beta video deck. They unfortunately take back a VHS deck.

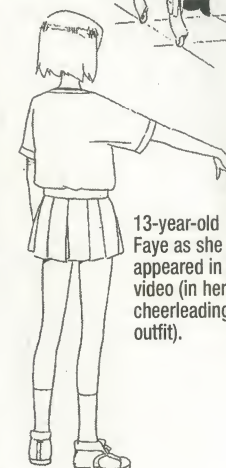
The box the video deck was packed in: The outside is covered with stickers and the inside is tightly packed with cushioning material.



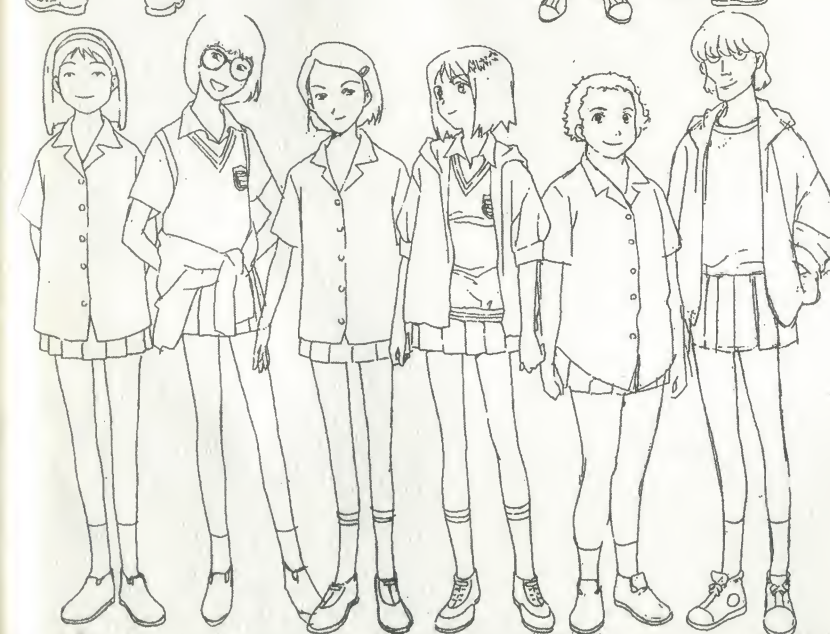
The daypack Jet carried on his back.



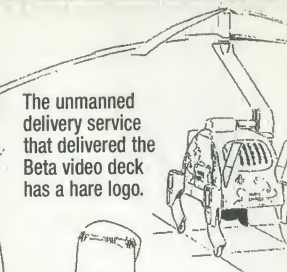
Jet, as he went out to the electronics museum (rear view).



13-year-old Faye as she appeared in the video (in her cheerleading outfit).



13-year-old Faye's friends.



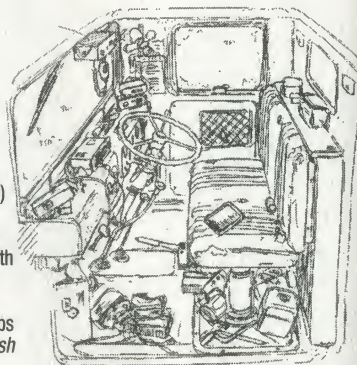
The unmanned delivery service that delivered the Beta video deck has a hare logo.



# SESSION#19

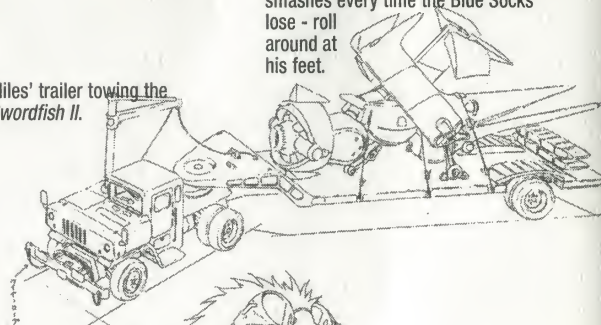


**Miles:**  
Doohan's assistant. (Age: 18)  
Passionate Blue Socks fan.  
Hates people smoking in his truck. He is a young man with a modern, practical way of thinking, but, like the rabid Blue Socks fan he is, he helps Doohan recover the *Swordfish II* in the Space Shuttle.

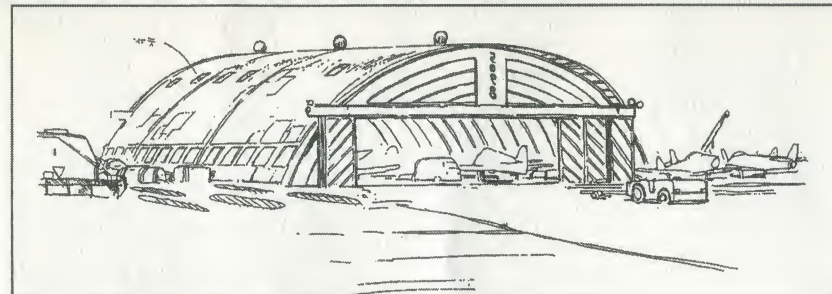


**The cockpit of Miles' trailer:**  
A sticker saying "No Smoking" in several languages is stuck on the roof. The remains of a radio - which Miles smashes every time the Blue Socks lose - roll around at his feet.

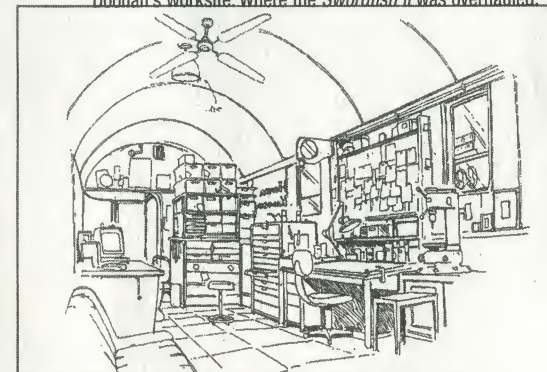
Miles' trailer towing the *Swordfish II*.



**Doohan:**  
A crotchety mechanic who takes extreme pride in his work. Spike inherited the *Swordfish II* from him. Has complete faith in Spike.



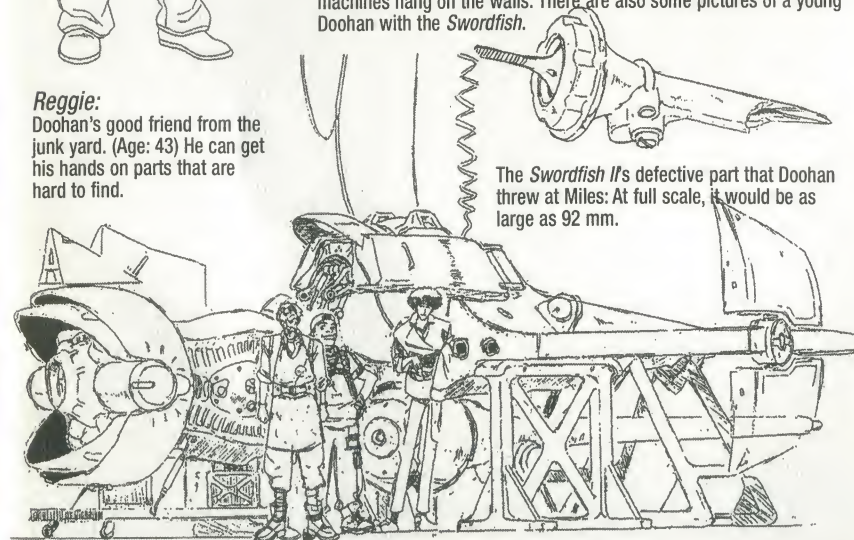
Doohan's worksite: Where the *Swordfish II* was overhauled.



The office inside Doohan's worksite: Pictures Doohan took of various machines hang on the walls. There are also some pictures of a young Doohan with the *Swordfish*.

**Reggie:**  
Doohan's good friend from the junk yard. (Age: 43) He can get his hands on parts that are hard to find.

The *Swordfish II*'s defective part that Doohan threw at Miles: At full scale, it would be as large as 92 mm.

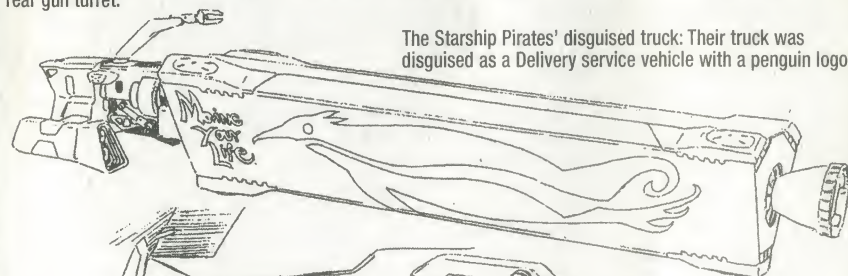


A comparison of Spike, Miles, Doohan, and the *Swordfish II*, in the midst of repairs.

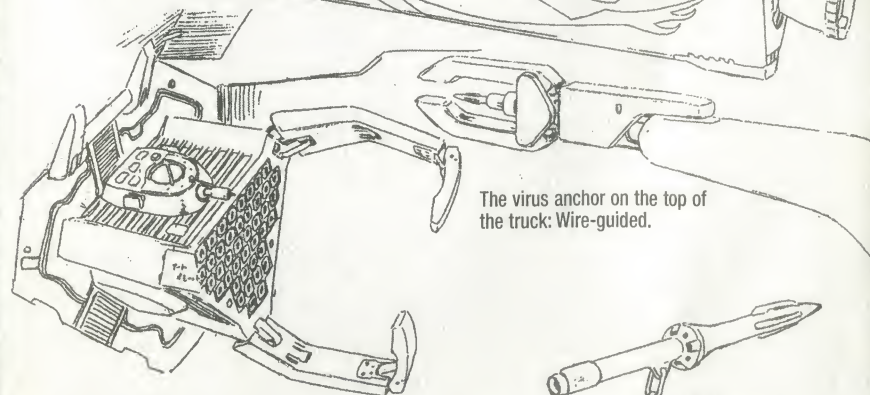




The three Starship Pirates: From left, George and Harman, who were in the cockpit, and Ruth, who was in the rear gun turret.



The Starship Pirates' disguised truck: Their truck was disguised as a Delivery service vehicle with a penguin logo.

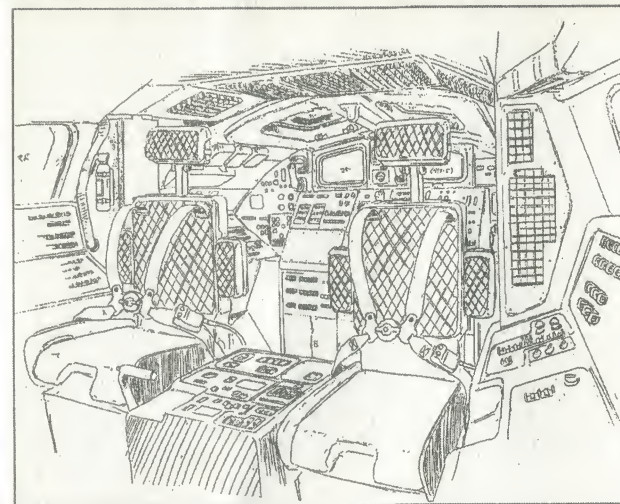


The virus anchor on the top of the truck: Wire-guided.

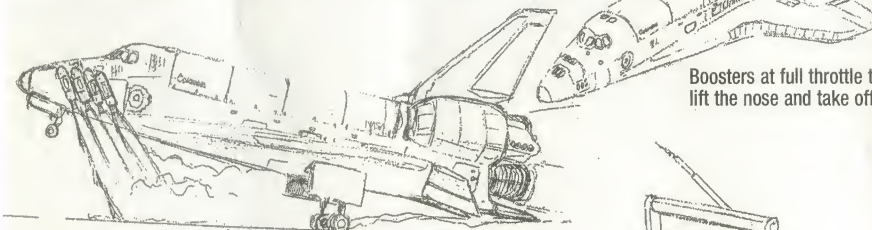
The virus is anchored in the disguised truck's hold: The top section, packed with small harpoons without guidance systems, hides a rear gun and anchors with wires (which are guided).



Virus anchor

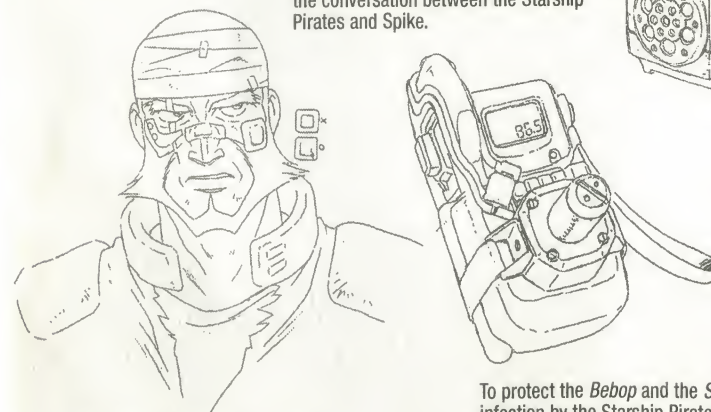


This is the cockpit of the space shuttle Doohan dragged out to rescue Spike's *Swordfish II*, which had fallen into a potentially fatal situation, plunging into the Earth's gravitational sphere. Its value as an antique is higher than its practical value as a shuttlecraft.



Boosters at full throttle to lift the nose and take off.

Miles' radio: This is how he picked up the conversation between the Starship Pirates and Spike.



Jet got batted around, along with his *Hammerhead*, in his fight against the Starship Pirates. But he carried out his word to "Always pay back what I owe."

To protect the *Bebop* and the *Swordfish II* from infection by the Starship Pirates' virus, Jet comes up with the idea to shut down the mono system. Later, he used an analogue communication device in order to guide Spike.



## Cast and Crew

### Main Staff

Director: Shinichiro Watanabe  
Screenplay: Keiko Nobumoto  
Character Designer: Toshihiro Kawamoto  
Mechanics Art Design: Kimitoshi Yamane  
Set Design: Isamu Imakake  
Art Director: Junichi Higashi  
Color Coordinator: Shihoko Nakayama  
Director of Photography: Yoichi Ogami  
Audio Director: Katsuyoshi Kobayashi (A.P.U.)  
Music: Yoko Kanno  
Animation Production: SUNRISE INC.  
Producer: Masahiko Minami, Kazuhiko Ikeguchi  
Produced by: SUNRISE INC. & BANDAI VISUAL CO., LTD

### Cast

Spike Spiegel.....Koichi Yamadera  
Jet Black.....Unsho Ishizuka  
Faye Valentine.....Megumi Hayashibara  
Ed.....Aoi Tada





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Editors — Eric Althoff, Paul C. Morrissey, Trisha Kunitomo, Robert Coyner  
Graphic Assistants — Monalisa J. de Asis, Santiago Hernandez, Jr.  
Cover Designer — Thea Willis  
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